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Issue 29

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The artwork for this issue's cover was provided by the nice folks over at Amarillo Design Bureau, publishers of the Federation Commander game and miniatures. Adam Turner is the artist that created the cover artwork. Check our their stuff at www.federationcommander.com

Miniature Reviews



100TSO02 First Legion of Ever-Present Glory Officers \$2.10 each



We get a look at two different officers, one with a sword and the other with a kaing. The one with the sword also carries a scroll (surely some official edict) in his left hand while the other is pointing with his left arm outstretched. Both wear heavy plate armor that is augmented with a chain shirt that is visible by their shoulders. A large crested helm and pointed boots add a unique flavor to the figures. The armor is also quite different

looking than you'll find with most human fantasy figures. The lower half is made up of large overlapping plates that are rounded at the bottom and it all looks ornate and flamboyant, maybe somewhat like parade dress. Both also have an extra piece which is a large plume that glues to the back of their helmet. The one pointing also has a sword that glues onto the lower half of the figure.

100TSO04 and 100TSO03 First Legion of Ever-Present Glory Musician and Standard Bearer \$2.10 each

These two are dressed in the same heavy armor as the officers but are part of a leader's retinue or a command section. The musician, a horn blower, is playing his instrument. The standard bearer looks a bit plain until you realize that three of the large separate plumes affix to the top of his pole and really give it a unique appearance. It's not as large as a draping banner but it provides a nice change of pace and won't be as daunting to paint as trying to get a decent picture

painted on a standard banner or leaving one bare and sort of drab.

100TSO01 General Kettukal \$2.10

The last figure is of General Kettukal and he comes with just two pieces, the main model and his weapon. It fits into his hand nicely and his armor is slightly different than the others but still fits in with the general theme. His plates are more narrow than theirs and he has prominent shoulder plates and a slightly different look to his helmet. His right hand holds a scroll.



The faces of all of the models are in quite a stern look, almost a scowl. All of them were easy to assemble and while each needed some cleaning (visible but thin mold lines and some bits of flash here and there) they were without defect and reminded me a lot of old-school Ral Partha figures from the 80's.

100TSO05 First Legion of Ever-Present Glory Troopers \$2.10 each



These two models come in four pieces each and have slightly altered stances. One is standing at the ready, where the other is on the advance. Each model has three smaller pieces that attach to the main body, and these are a shield, a sword as a secondary weapon, and a feathered ornament that fits into a hole

on the back of their helmets. The shield fits over two small nubs on their left forearms and the swords attach to their hips where there is a socket. The spears that they are intended to be wielding are not supplied with the models, and are left to modeler to add. Both of the figures are nicely free of mold lines and flash and require very little cleanup work. Each also has a support post under the shield arm that for esthetics you may want to clip and clean off, though its positioning will make that something of a chore. The bases on

these models are pretty small, so although they stand by themselves just fine, uneven surfaces or unstable table tops may prove to be a challenge for them.



100TSO06 First Legion of Ever-Present Glory Female Trooper \$2.10

Although this model is called a female, you would be hard pressed to determine that on your own. Of course under all that heavy armor who would know? The model comes in four pieces, three of which are identical to the pieces that

come with the previously describe models (100TSO05) and also does not come with the spear. In fact, this model is so close to the version of that model that is advancing, that describing it feels a bit redundant. This model does appear to be less thick in build, so I'm guess that accounts for the model being a female. The base is again small, but if you play in games where you deploy the models in larger formation, the smaller base will allow you to pack them in tighter on a mounting board.



100TSO07 First Legion of Ever-Present Glory Archers \$2.10 each

There are two versions of this part number, and both models come in three pieces which is the fewest pieces that I've see a Tekumel model come in. Besides the main torso, the additional pieces are the feather that fits into the helmet and the sword that you can attach to their left hips if you are so inclined (there is a socket on the hip to fit it into, but it dose tend to

make the model a bit crowded). Both models don't have much to do to clean them up for painting as mold lines are slight and flash is nil, though there are a couple spurs that are easy to take care of. One of the model is aiming his bow and about to let loose, and the other appears to watching where his last arrow landed holding his bow down by his side while drawing his next arrow from his quiver. Both models are sturdy with the only places that may get bent being the arms of the bows. As in the trooper model in this line, the

bases are rather small and may require mounting to a secondary base before using on a gaming table.



100TSO10 Sword of the Empire Officers \$2.10 each

One officer comes in a total of five pieces, three of which are the pieces that apparently come standard with all of the models in this line. These three are a mace and knife which come connected to a common sprue, and then a fancy feather ornament that attaches on the backside of the helmet (forgive

me for not knowing the proper name for that attachment... I'm sure there is one). The fourth piece that needs to be attached is a shield that fits over a pair of small nubs on the model's left arm. The figure has a wavy bladed sword (along the lines of a Filipino Kris) raised over his head that may have to be straightened after you get it as it's not overly rigid. This model does not have an obvious place to attach the knife or mace, so these can actually be considered optional should you decide that you prefer the model without them. The shield attaches to the left arm over two small nubs, and the helmet ornament slides nicely into a preformed hole, so although there are a couple places where the parts of the model could be bent, the model in not likely to have any weak points after assembly. Mold lines are very minor, but there is some flash that will have to be cleaned off prior to painting. The base of the model is rather small, so I think I would prefer to mount it on a secondary base before using it on the table. The other This is another variation of the previous model, but this time he comes without a shield, but the rest of the pieces to be attached are the same. The reason this guy doesn't need a shield is because he is using his arm to evidently direct the actions of his troops. The sword he carries looks more like a standard falchion this time, and it is held low to the ground at the ready rather than in the midst of combat. He is like the previous version in that I think the mace and knife can be considered optional. There is a post connecting the base to the sword to provide support, so this will need to be cleaned away as well as some flash and some minor mold lines. This guy has even a smaller base than his predecessor so the need for a secondary base is even more pronounced. Between the two officers this guy has the look about him of a colonel or general, where the previous one was more like a Lieutenant or Captain.



'HASSLEFRIESIAN'



NEWS



'LIBERTEE'

We had a baby!.... well actually I did all of the work and Kev just looked very worried! His masterplan to conquer the world by reproducing loads of kids in his image appears to be working! Luke is the latest (and the last addition) to the HF family.

We had an excellent response from the Area 51 sculpting competition. Problems with the pregnancy mean i am very behind in getting the pics edited and judged but hope to get to finished soon. Thanks to everyone for their patience.

The 'White Metal' project has taken off with some excellent submissions from sculptors throughout the industry. Updates to this part of our website are scheduled for about 5 weeks ago...yet again the baby has completely disrupted my usually efficient plan-making! some more of the backlog of releases from this range are currently being released with more in various stages of production.

This month sees some excellent Gnolls from Ben Siens released alongside a wonderful character figure of a wizards apprentice by Mark Kay (sculpted as a companion for our dwarf wizard 'Grimdalf'). Other releases this month include some finely detailed 'British bobbies' perfect for either post-apocalyptic zombie bashing or even small town cult destroying.....your choice!
Need another cute female adventurer with a gun? (you can never have too many!) ...then check out HFA035 'Morgan'.

As usual the hotbed of gossip and previews can be found by linking through the website to the 'Forum of Doom' where you get more info than i can squeeze onto the website and updates with pretty pics from Kevs workbench.

<http://www.heresyminiatures.com/forumofdoom/index.php>

Well thats all folks until the next edition. As always many thanks to those who support us both with their hard-earned cash and advice

Thanks lots

Sally ☺

obvious place designated for them. I call the model a "her" because of the title, but to be honest, I don't see much and her that differentiates her for the opposite gender. I could probably same the same if the title was 'Male Trooper" it's just that with this armor, I'm not sure you can tell the difference. Putting them side by side you can she that she has a slighter build, but that is about it. She has very little on her in the way of mold lines and flash, so she actually cleans up faster that her counter part. She does have a small base just like the male version, so I would also suggest mounting her on a secondary base before using her.

100TSO12 Sword of the Empire Standard Bearer \$2.10

This version of the officer also comes in a total of five pieces, and is in fact very similar to the first of the two poses of the male officer. She has a different kind of sword raised over her head, though it too is not your typically mass produced sword. The four of pieces to be attached are

100TSO11 Sword of the Empire Female Officer \$2.10

This version of the officer also comes in a total of five pieces, and is in fact very similar to the first of the two poses of the male officer. She has a different kind of sword raised over her head, though it too is not your typically mass produced sword. The four of pieces to be attached are the same mace, knife, shield and feather that comes with the male version and she too can consider the mace and knife as optional since there is no



the same mace, knife, shield and feather that comes with the male version and she too can consider the mace and knife as optional since there is no obvious place designated for them. I call the model a "her" because of the title, but to be honest, I don't see much and her that differentiates her for the opposite gender. I could probably same the same if the title was 'Male Trooper" it's just that with this armor, I'm not sure you can tell the difference. Putting them side by side you can she that she has a slighter build, but that is about it. She has very little on her in the way of mold lines



and flash, so she actually cleans up faster than her counter part. She does have a small base just like the male version, so I would also suggest mounting her on a secondary base before using her in a war game.

100TSO13 Sword of the Empire Musician \$2.10



The musician is a four piece model, three of the pieces being the standard mace, knife and helmet feather. The model itself is holding the huge horn that he plays. The horn wraps around from his right hand, which is holding the mouthpiece, around behind his right shoulder and then out almost an inch in front of the model. If straightened out, this horn would be about twice the height of the model. He even has a crossbar that he holds to help support the weight of this thing (and it also happens to

provide structured support to the model as well. Like the standard bearer, this model will fall over fairly easy, so he is another one where mounting on a secondary base is a really good idea. There is some significant flash on the horn and between the legs so there will be some cleanup work required, though the mold lines are not noticeable at all.

100TSO14 Sword of the Empire Troopers \$2.10 each

Now that we are starting to get into the Legion of Serqu troopers, it looks like the piece count is going up. To prove the point, this guy has a total of six pieces. The first three are the standard Legion of Serqu issue which includes the mace, knife and helmet feather. The next two pieces are apparently the pieces that come standard with Legion of Serqu Troopers and those are the shield and halberd head (or spear head if you like). The last of course is the body of the model. There is a socket on the back of the left hip for one of the extra weapons (knife or mace) to be attached, and another one on the back of the head for the helmet feather. The shield fits over two small nubs on the left forearm. The right hand is shaped to hold a shaft, but the shaft is not supplied and left to the modeler to supply, though the head should fit on commonly



used in your standard table top game.

100TSO15 Sword of the Empire Female Trooper \$2.10

Like the male version of this model, this is also six piece solid cast model with the primary piece being the complete body of the figure. The parts that come separated are all the same and consist of the shield, the feather ornament that attaches on the backside of the helmet, her mace and knife, and the piece that looks like the head of a halberd, and also like the previous model, the spear shaft is not included. Like the Legion of Serqu officers, it is doubtful if you could tell this trooper is female if she is standing alone. Next to male troopers, she does look a bit more slim lined, but that is about it. On the weapons and helmet ornament there are a couple casting tabs that need to be trimmed off and there are a few small pieces of flash that come off without much effort. The shield is free of any excess metal, so it is ready to go. The main body of the model has some minor mold lines and flash, but it is a sturdy and well balanced model though since the base is rather small, I think I would prefer to mount it on a secondary base before using it on the table.



100TSO16 Sword of the Empire Archers \$2.10 each

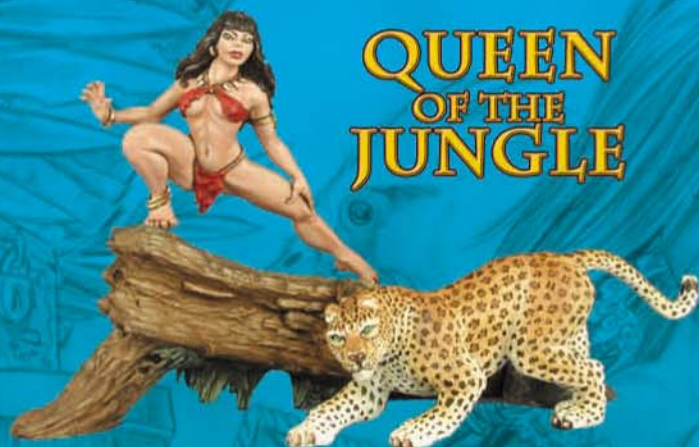
This model comes in two variants, one with the bow lowered as he reaches for another arrow, while the other is in the midst of firing. Both are five piece models, each having an identical set of four smaller pieces to attach to the main body. Three of the smaller pieces are the same as with every Legion of Serqu model so far, and consist of the mace, knife, and helmet feather. The

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fourth smaller piece is the quiver full of arrows that attach to the archers hip over a pair of small nubs that do a nice job of lining the quiver up properly and also makes for a nice solid joint. Neither model has much in the way of flash on them, but there are some small mold lines, and one has a support

post for the lower part of the bow that will need to be cleaned away. Besides that, the tabs on the smaller pieces, and a few spurs left over from the injection process are about all that there is to clean up. As for strength, the only weak points on the models would have to be the extensions on the bows, but these still take more than just touching them or picking them up to bend. Both models are well balanced over their bases, but as is the same for the other Legion of Serqu models, the bases are a bit small to stand up to too much rocking of the boat.

100TSO17 Sword of the Empire Female Archer \$2.10

The female archer is really just another variant of the previous pair of models (100 TSO 16) in that she comes in the same five pieces and has a very similar stance to the archer that is in the midst of putting an arrow into flight. In fact the quality of the model is essentially identical too with the same support post supporting the lower half of the bow, the same mold lines and the fact that she too is free from that annoying flash. In fact, putting her side by side the model I'm comparing her to, you would probably not know this was a female, however if I told you that one was a female you would probably pick this one only because of her slightly smaller build. But there are enough men out

there of different builds that this should not be that big a problem. I found my self thinking that this is probably the first line of miniatures that I've seen that does not intentionally draw attention to the feminine qualities of the fairer sex, and to be truthful that is by far the way it is in real life. But on the other hand, perhaps escaping real life is exactly why we play games right?



Reviews by Mark Theurer and Clay Richmond



13409 Triad Kabuki Doll with Fans £4.00 / €6.00 / \$8.00

13421 Triad Lotus £5.00 / €7.50 / \$10.00

Even though these figures are different entries in the Triad army list they are close enough in appearance that I wanted to look at them together. Both are females that have long flowing robes and carry large fans. One wears a mask while the other has a somewhat long face. There were a few hard to get at mold lines, they were faint, in the folds of the masked girl's robes and some cleaning needed along the edge of the robes. Both of these would make awesome Numb Sisters in an APAC force for Resolution. Since I'm building a Viridian army for Metropolis that's exactly how I'll be using these two figures.



13423 Triad Dragon Claw Team £6.00 / €9.00 / \$12.00

I have to admit that one of my first thoughts upon seeing this team was, "Boy, if there are any Mishima Warzone players out there they'll really love these!" Yes, these are intended for the Triad faction in Metropolis and Urban War, but I couldn't help thinking that. This two-man team is made up of one guy carrying a rocket launcher and another crouched next to him that feeds him ammo. There were a few visible mold lines but most of the cleaning was limited to a few bits of flash here and there. They are both wearing armor reminiscent of samurai warriors except there are bits of technological gear to set



them apart from their historical counterparts. This includes stuff like tubing, canisters, and gas masks with goggles. The rocket launcher is sculpted with a dragon's head where the missiles come out and I like it a lot.

The loader is carrying a sword in his left hand but has no other visible weaponry. There are two bundles of rockets that come as small separate pieces. There's a lot of exposed flesh on the models and their pants, as in the picture, are a good place to let your artistic side flourish on their baggy pants. They might not be as suited to sci-fi rpg's but there are lots of places for them to play in tabletop miniature games, especially Metropolis and Urban War.

13141 Viridian Captain Lee Hammer £5.00 / €7.50 / \$10.00

Captain Hammer is a single-piece model that wears what looks like carapace armor and carries a rather sleek looking rifle. On his belt are several grenades and pouches. He has a beard that's sculpted really well with each strand of hair visible and there's an extra detail on his right hand that's holding the rifle. His index finger is extended instead of around the trigger like most sci-fi



guys carrying guns are sculpted. It's probably not noticeable to a lot of people but I found it a nice added detail. The face is especially well done. It's crisp with a definite pissed off look to it. Cleaning on this model took a bit longer than some others.

There's a metal tab, from the casting process, between his left hand and the body. This needs to be carefully clipped away. It connects by the body on the blade of the combat knife that's on his belt so you'll need to be careful not to damage this part of the model. I found maybe one or two small bits of flash

that needed clipping and there was a thin mold line visible on both legs. He'd make a very good character in d20 Future or Traveller T²⁰ in addition to his place in a Viridian army.

13143 Viridian Major Icarus Trask £5.00 / €7.50 / \$10.00



Icarus is a three piece model that has both arms cast on a separate metal sprue. The model comes with a large round base to accommodate his pose that has his legs apart at about a 45-degree angle. The casting was extremely clean and I only found a few tiny bits of flash on his arms and could not see the mold line at all. The arms (forearm, hand and large blade) fit onto the upper

arm and rest of body with excellent socket joints that make assembly easy, quick and foolproof. It does leave little, if any, room for re-posing of the miniature unless you want to break out clippers and green putty. Trask's armor is very heavy and tough looking with many hoses and looks like it bulks up what would be his regular, unarmored, size a bit. If you think that the legs are a bit far apart you could try to, carefully, bend each one of them inwards just a tiny bit, but I think I'll leave mine as-is. While his armor is all heavy plate and has no indication of being organic in any way I just that feeling from it. Not sure why though. He could definitely find work, in addition to in Metropolis, in a d20 Future rpg.

13620 Junkers Censor Agrippa £5.00 / €7.50 / \$10.00

This Junker character's most striking feature is the face/head of the model. The hair on the sides of his head are cut very short, like a buzz cut, with the top is left long and is tied into cornrows. He also wears a braided goatee on his chin. The texture on the hair is all very well done. His face is sculpted to have him yelling, either at his own men to spur them on or at an enemy that he's about to engage.



He needed more cleaning than some other figures and there was a visible mold line going around the sword and his right arm. A visible mold line was also found on the underside of his cloak, but it was on a fairly smooth surface so it was pretty easily taken care of. There was also a tab of metal that ran from between his legs up to the inside of his cloak. The left hand holds a pistol and while it fit into place easily on a flat-to-flat surface, which does provide an easy place to rotate the arm into a slightly different position, it also had a faint mold line that needed to be cleaned. I think that he'd make a good addition to a Goliath gang if you're still playing Necromunda or he'd be right at home as a player-character in a sci-fi rpg.

13718 VASA Konrad Borislav £5.00 / €7.50 / \$10.00



This one piece model carries two pistols and wears a long trenchcoat. Konrad has a smirk on his face that's well sculpted to give a sense of personality to the model. He also has a long mane of big flowing locks that remind me of a lead singer from an 80's metal band. His hands and face are the only exposed flesh on the model with his coat being the main painting surface.

There were some minor, and faint, mold lines in various places but only one or two tiny bits of flash on the model. It cleaned up pretty quickly and was ready for priming in no time at all. His pose is pretty relaxed with a calm

confidence that's really brought out by the face. I like this model and he'd make an excellent Shootist in Rezolution and since I'm building a Viridian army, not VASA, for Metropolis that's exactly how I'll be using him.

13142 Viridian Lt. Johnny "G" £5.00 / €7.50 / \$10.00

If nothing else, Johnny is ready for an extended time on the battlefield. This one-piece model is carrying a shotgun in his right hand, a cigar in his left, a pair of sunglasses resting on his nose, and on his belt you'll find a bunch of grenades, a very large holstered pistol, a knife that would make Crocodile Dundee blush, and a thermos. Yes, a thermos. You might think that it's too much gear but I like it and it gives the guy some extra character. There were a few bits of flash here and there but I couldn't find a mold line anywhere, but there was a thin web of metal between his left elbow and the knife's handle that



needed to be trimmed. Of course, he'll be in my Viridian army, but he also has uses as a player-character in a near-future or sci-fi rpg. An excellent model that I really like.

13225 Myrmillo Firing £4.00 / €6.00 / \$8.00

I (Clay) think Urban Mammoth was outdone themselves with this one. This particular model plays as a member of the core units of the Gladiator forces. Although his unit may be common in the Gladiator army, the weapon he totes is not. This guy is called a Myrmillo gladiator and he carries a deadly little toy called a Castigator Flame Thrower. The model is a single piece solid cast model and comes with a round plastic slotta base. He is a very detailed model with particularly distinct features, though why a guy carrying around a gasoline torch would have more hair than a wooly mammoth means to me that this guy is looking to pull a Richard Prior sooner than later. The model is well balanced and has very little flash on it, though the mold lines on him look like they will take some dedicated work to clean off. I'm thinking that this guy is going to get to play in just about every battle his army takes part in.



13227 Rhiannon £5.00 / €7.50 / \$10.00

This is a model that I think I would like to see in action on the battlefield. She is found under the category of "Command Units" for the Gladiator forces, and by reading her description, it sounds like in hand to hand combat she is a real tigress. The model is a two piece solid cast model and comes with a round plastic slotta base. The part that comes detached is her right arm which is holding the weapon that her troop type is known for, something called a shock lance. The arm attaches at the shoulder and it even has a tab on the back that fits into her hair and this does a great job in lining up the arm and making the joint solid, it's a great idea and works quite well. The detail on the model is very nice with no flash and only mild mold lines, she is lightly (and exotically) armored, which of course makes her even more fetching. She has a

good center of gravity, and the only weak point on her would be the shock lance which is not necessarily “weak” but rather it is fairly easy to bend. This is another model that I think will more than prove her worth on the field.

13229 Brennus £5.00 / €7.50 / \$10.00

Next on the list of figures from Metropolis is the Gladiator leader named Brennus. This guy is the first of the listed Command Units for the Gladiator forces and he comes in two solid cast pieces. A round plastic slotta base is also included. The part that needs to be attached is his right hand and the two-handed hammer that it carries (it’s called a two-handed hammer, but to me it looks like something that should be more impressively named, though I have no idea what that would be). The hand attaches at the wrist with a very nice and significant sized, pin so the joint should be more than adequate. This is another model for this game where I really like the detail that the sculptor has added. The detail is all very sharp with very distinct lines. This is a very clean model with very little flash and no real mold lines that I could find although there are two posts that attach the two pieces together, so these need to be cleaned off, but that should be the lion’s share of the prep work needed. The model is well balanced and has no weak spots, all in all a very nicely done model.

13231 Aviceca £5.00 / €7.50 / \$10.00

Here we have another lady Gladiator that I’m thinking a smart guy might not want to get her too ticked off. She is another leader of the Gladiators, and is what they call an “Amazonia Decurion” which appear to be the leaders of the core units. Aviceca is one of the best of these leaders. She is a single piece



model complete with a round plastic slotta base. In her right hand she carries a massive broadsword that measures about as long as she stands tall, and she both her hips are adorned with a matching pair of auto pistols. Her left arm is held straight out as she is pointing towards someone she presumably wants taken out. Even with these long slender protrusions, she is not easily damaged, and she is well centered over her base. Mold lines are slight, and the flash is almost nil, making her another piece that is quickly prepped for painting. Also like some other Gladiators, her looks and her armor will probably turn a head or two, probably to the severe disadvantage of her foe.

13329 Warmachine £6.00 / €8.00 / \$12.00

This model is a Syntha Command Unit and comes in four pieces, not counting the large round plastic slotta base, which is a record for the Metropolis pieces I’ve seen so far. His two arms come attached to a common sprue and attach to the upper torso in shallow ball in socket joint. Although the sockets are shallow, there is enough surface to surface area contact that the joint is still plenty strong. The upper torso then fits onto the lower torso with a large ball in socket joint. For my particular model the ball was a tad too big for the socket, so there a bit of work to get it to fit correctly. This joint too has a lot of surface area making contact, so it too ends up being very strong. There is post supporting the center of the lower torso that needs to be removed, and the sprue on the arms also needs to be removed and cleaned up. Besides that, the mold lines and flash are slim to none on



the model, so the rest of the prep work is very quick and easy. The model appears to be a bit top heavy, but the base is plenty big to keep it solidly on its feet. This guy is pretty cool as he is not quite completely a machine. In fact he appears to be a robot with a human head, though for all I know there might be some human guts in there somewhere too. But with this big guy strolling down the street spraying a wall of metal from his dual pair of repeating grape guns, I imagine he is a walking Gatling gun on the field.

13330 Neo Pi
£5.00 / €7.50 / \$10.00

This little lady is actually not a lady at all although you couldn't tell it by looking at her... at least at first glance. This is one of the Command units for the Syntha forces and she comes in a single piece and has a round plastic slotta base included.

The flash was slight on her, but unfortunately her mold lines are pretty significant which is something of a pain to remove. The detail on her is very cool, and evidently modesty is not programmed into these babe versions of C3PO. The only overt thing about her that tips you off that she might not be a girl you want to take home to mom (not counting the great big gun she carries easily in her arm) is that she has a robotic left hand and there are two bolts in her stomach. The model is well balanced, and even with the gun barrel sticking up in the air like it



is, there are no weak places on the model so she won't be casually damaged. You just got to love a robot in high heels.

13522 Devi £5.00 / €7.50 / \$10.00

Devi is a model that is reminiscent of the Koralon of old, but looks to be even less human than her brethren. She comes in two pieces and also comes with a round plastic slotta base. The larger of the two pieces consists of her upper torso and the front part of her carapace with two of her four legs attached. The second part is nothing more than the rear portion of her carapace and the other two legs. The two pieces attach firmly with a large rectangular tab that fits nicely into a like shaped slot making for a joint that is quite strong. Mold

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lines on both pieces are very minor and what flash there is comes off in seconds. If you are looking for a Koralon model that can kill from afar, then you need to keep looking because this little lady does not even have the fingers to pull a trigger since instead of hands she has long wicked looking claws that I'm guessing can hurt you if you get to close. The detail on this model is very nice around the face and head and I can see this model being a candidate for some very interesting paint schemes. This is a cool figure that I have already thought of some uses for outside the game of Metropolis.

13523 Shiva £5.00 / €7.50 / \$10.00

This is the second of the two Koralon models this issue and like Devi, she too falls under the Command Units portion of the Koralon forces. Also like her sister in arms, she glories in hand to hand combat and has no missile weapon capability. Unlike Devi, this one has one big advantage, she has wings. The model comes in two pieces, one of which being her wings of course, and has a round plastic slotta base also included. Her wings are fairly large, but they



attach closely to her back with a nice rectangular shaped post so there is plenty of mating surface area making for a good strong bond. The crossed swords she holds over her head are quite firm and not prone to damage, though the tips of her wings might not be so lucky should you drop her on them. This is another model where it will be the paint job that will determine how well she stands out in the end. It is also another model that can have uses in a fantasy setting as well as in a sci-fi setting. In any case, I imagine that if Shiva and a squad of her flying nightmares drop on you, you may be about to have a bad day.

13719 Neura £5.00 / €7.50 / \$10.00

Neura is a character that seems to come with some history as she was once an agent of the Syntha, but now fights for the Vasa. That being said, she also carries a very large gun that can really "reach out and touch you". She is a single piece solid cast model complete with a round plastic slotta base. Her tight fitting body suit does not leave much room for detail (or for imagination for that matter), but the sculptor has shown some real talent around the face and the hands where the features are not only very distinct, but also very nicely done with a high attention to detail. The model is well balanced, has no weak spots and is virtually ready to paint right out of the package as I could find no flash and only the faintest of mold lines.



**13720 Katrina Alianov
£5.00 / €7.50 / \$10.00**

I don't know if this model is named after any particular hurricane or not, but as coincidence would have it, she carries an Arnold Schwarzenegger sized chain gun that is bound to cause mass destruction wherever she goes. Katrina is one of the listed Command Units for the Vasa army and she appears to be able to carry her own body weight in that huge weapon she has strapped over her shoulder. She is a single piece model with a round plastic slotta base. I am starting to think that the world of Metropolis might be a great place for an aspiring male soldier to find a girl friend since it seems that the majority of the combatants I've seen so far are of the female persuasion (though I guess that may or may not matter in the case of the Koralon). Katrina looks to be all woman, though perhaps a very angry one. I found little or no mold lines on her, but there was a small amount of flash between her weapons and legs which was fairly simple to clean up. Beside that, she is



a good looking model that should make her presence known on the battle field.

Reviews by Mark Theurer and Clay Richmond

XYSTON

MINIATURES

ANC30007

Alexandrian Macedonian 355BC-320BC DBA Army Set

£22.00

This boxed set provides you will a “full option” army for DBA. It comes in a plastic case like those that you used to get VCR tapes in, if you can remember that far back. The figures inside are packed in plastic baggies that are wrapped up in bubble-wrap. Seven of these baggies contain the figures for this army. There are 24 Pikemen in one baggie and each of them also gets a shield, which come on sprues of four. Four skirmishers come together in a baggie. Two are armed with bows and two are intended to be armed with spears. A sprue of four shields comes with them but you’ll only use two of them with this group. An artillery piece, with two crew, will require assembly on your part. All of the pieces come on metal sprues and the fact that it’s eas-

ily about half the size of 28-35mm figures means that you’ll want to take extra care when putting it together so you don’t break any part of it of glue yourself to it. The four Hoplites have larger shields than the other figures. All of the shields have enough space for you to paint on a logo or affix a decal. 8 Pelstasts (loose order infantry) round out the foot troops and they also come with shields and need spears. Five cavalry, some needing spears, come with the horse and rider cast as individual pieces. With a 28-25mm figure I might advise to assemble and paint them separately but with these I think that putting them together first and just painting the pair together will be fine and will probably save you a bit of time. One of the riders had his hand pre-drilled to accept the spear, what a tease! The set of figures is rounded out with a mounted general and two light cavalry figures. As with the other cavalry they come in two pieces (rider and mount).

All of the figures needed cleaning. There are bits of flash on most of them but a lot of it simply came off with my fingers and didn’t leave anything to be clipped off. Others needed to go under the knife. There were mold lines on some of the figures but they were taken care of without much trouble. The detail on the figures was very good. Facial features and fingers could be distinguished and even the hair and plumes were well done with individual strands visible. I was quite pleased with the detail on all of these little guys.

You’ll have to make bases (stands) for the figures to be grouped on, but if you’re a DBA (or other ancients game) player you are used to that and if you’re not it’s just part of what you’ll need to do with any army that you put together to play with. Another thing that you’ll need to do is get a hold of a pack of spears/pikes since most of the troops in this set are armed with them but do not come with them. Packs of spears, more than you’ll probably need for one army are also available from XYSTON. You can split a pack with a friend or put together a second army to play with. Almost every figure in this set is armed with a spear or pike so you definitely need to get a set of them and you can expect some additional prep time since you’ll be drilling out small holes in almost each and every hand to accommodate their main weapon. The smaller scale can give you a break when it comes to painting but the assembly and prep time will be similar to larger scale figures. Also, when drilling out the holes for the spears you need to be extra careful because there’s really no room for error. For painting, these or any other 15mm figures, I’d recommend using either white glue or blue-tack to fix the figures to popsicle sticks and then prime and paint them there. After that, glue them down to appropriately sized stands and then flock them.



Review by Mark Theurer



280609-0089 Speculo Killer 7, 00€



I'm not sure if the "speculo" part of this chick's name means that we're to speculate if she's going to kill someone or not, but I'd be betting that she is. There are two main parts to this model (body and left hand with sword) and three small

antennae that can either be affixed to the model or left off. The hand fits on to the arm perfectly, at the wrist, but I have to admit that even before I took the model out of the blister I had worries of the sword getting bent. It's very thin and long and it worries me. If I was of the mind to replace it I'm not even really sure how I would so I'll need to suck it up and hope for the best. Other than my concerns over it bending the sword looks really cool to me. It's a monofilament close-combat weapon so you can think of it either as a very thin sword or kind of like a light saber. I prefer the latter and painting it up in a wildly bright, almost glowing, color is definitely suitable. I think it would contrast nicely if the rest of the figure was a much darker color too. The figure is obviously female but also definitely alien. She wears a fully enclosed suit with a helmet that's made to look like a female visage.

280610-0092 Morat Vanguard Infantry 12,00€

Previously only available as part of the Combined Army starter set you can now get three of the Morat Infantry in a blister. Each of the models is a unique pose and comes as a single-piece model that carries a combi-rifle. These are the exact same models as I reviewed a while ago when the Combined Army starter came out so there's nothing really new to them like if they



were new poses or something like that but being able to pick them up in a blister and add to that section of your Combined Army troops is a big benefit to me. I can bolster my regular line infantry without plunking down cash for another starter. They had about the same amount of flash, meaning some small bits here and there on each of the figures, as the others of their type but mold lines were few in number and faint. I liked these models quite a bit when they first came out and the main thing I like about this blister is that it's available for purchase so I can add some more of these guys to my army.

280117-0090 Foxtrot Ranger 12,00€

Ah, reinforcements for my Ariadna troops. The Foxtrot Ranger comes in three pieces (right arm carrying a light grenade launcher, left arm, and the rest of the model) and putting him together was easy. Both arms fit right into place. The left arm is posed with the hand down in the picture but it could just as easily be up instead, signaling troops that are further away. He's



armed with a grenade launcher but the description also gives him a rifle which would have been nice to have been included as an alternate weapon. Cleanup took a few minutes as there were multiple bits of flash that needed to be clipped off but I could not find a mold line anywhere on the model. The picture has him painted

up wearing camo and also has his flesh painted in camo to further make him hard for enemies to spot but it kind of obscures some of the great detail on the figure itself if all you're looking at is the painted picture. He carries many pouches, some grenades, a backpack with more gear, a pistol and a big floppy hat with goggles. His face is uncovered but is well detailed and he even has a communication unit that's visible. You can see where the earpiece sticks into his ear and there's a microphone that trails down his cheek to his mouth for when he can break radio silence. He'd make a great modern or near-future operative in an rpg if you're not planning to use him as part of an Ariadna army. I've always thought of, and played, Infinity in an urban setting but this guy makes me want to play in a jungle or dense forest.

280416-0091 Naffatun 12,00€

You get two figures in this pack and both are armed with heavy flame-throwers that you're opponent should watch out for. They are both wearing fully sealed suits with no exposed flesh. The figures themselves each had a



little bit of flash and a faint mold line in places but the flamethrower for each needed significantly more cleaning time. Each had bits of flash and there were several small webs of metal that needed to be cleaned. Once you have the cleaning done these guys go together quickly and easily. The arm glues into place right at the shoulder and the fuel tube fits into place without trouble. Even with the extra cleaning that was needed these are good figures that have multiple uses outside of Infinity. They could easily be dropped into a modern or near-future game as enemies in a d20 Modern game or Champions. The running pose of the female is my favored of the two.

280608-0087 The Shrouded (Sniper) 7,00€

This three-piece model really threw me for a loop before I got it in-hand. He

(it?) looks quite contorted and I initially could not tell which way he was facing or was supposed to face.



Now that I have it here I can more clearly see that his lower torso and legs are facing in one direction, straight ahead, while his upper body is turned around to fire at some sneaky git that snuck up behind him. He looks similar to the other xxx figures and wears the same kind of insectoid-looking helmet. His cloak looks strangely like a pair of folded insect wings that are fluttering a bit as he's whirled around to fire his sniper rifle. The arm carrying the gun fit easily into place and the third piece, an arm section, slid into the resulting gap between the gun and the body. A very faint mold line could be seen across the top of his hood and there were several bits of flash here and there. At first, the pose really had me scratching my head but after getting him put together and looking at him more it grew on me.

280216-0088 Cutter 30,00 €

Well, I guess this model was made with me in mind. The Armoured Cavalry has long been one of the focal points of the PanOceanic army (being one of the biggest baddest dudes they can field). Seeing that I spent a good number of my younger days in the good ole Navy, having a new biggest baddest tough guy on the field that happens to be the Naval version of the Armoured Cavalry, really made my day. Stat wise, this guy has everything the Ar-



mourved Cavalry has, and then throw on TO Camouflage and the Aquatic terrain special skill. This stud is my new man of the hour. The model comes in a total of ten pieces not

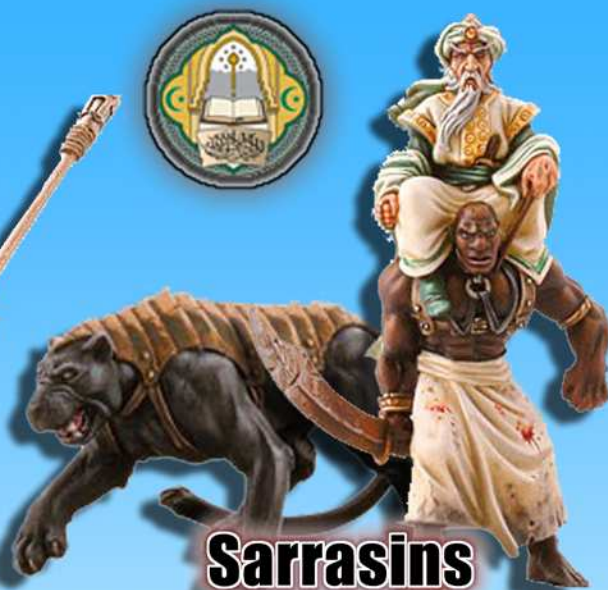
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counting the large round plastic base, so putting this guy together is not trivial. Each arm and leg are separate pieces accounting for the first four pieces, and they all attach to the upper torso piece. Then you have the head which fits nicely into a shaped indentation on the torso. That last four pieces are a pair of large fins (underwater wings maybe) that come mounted on a common sprue, and another much smaller pair of fins that also come mounted on a common sprue. There is of course also some glue needed on all the various pieces, but nothing that should annoy you beyond reason, mold line for instance all close to non-existent. The sculpting of the model is really great with fine distinct detail covering him head to foot. How the model goes together is also well done with very significant ball and socket joints for all the joints except for the four fins. What I really like about the model is the action stance it has which is very cool looking for a robot like this (I mean who doesn't just love a robot with a personality and a big honkin gun?). If you are a PanOceanic player in the game of Infinity, I'm guessing you will be wanting one of these guys sooner rather than later.

280701-0097 McMurrough 16,00 €

This is the first of the emerging Mercenaries for the game of Infinity, and you are not going to be disappointed. Here we have the Infinity version of the battlefield lycanthrope. The blister comes with two models rather than one, but they are each different manifestations of this bad boy. The smaller of the two models is McMurrough in his dogface form and it comes in three pieces along with a round plastic slot base that is normal sized. Then the second model is this same dude but transformed into this hulking Dog-Warrior. This



version of McMurrough comes in five different pieces and also has a round plastic base, only this base is a whole lot bigger. Dogface McMurrough comes with his two arms detached and they both join to the torso at the shoulders over ball in socket joints. His weapons look huge in his hands, even though he is no small fritter and is covered with bulging muscles. Of course when he changes into his alter ego, suddenly those same weapons don't look so big anymore. As a Dog-Warrior, the arms of the model also attached at the shoulders, but over slightly larger ball in socket joints. In addition, McMurrough in the Dog-Warrior form has a two-part head that attached to the neck, again over a ball in socket joint that is nestled in a shaped notch with does a great job of lining up the two arms (very nicely engineered). One of the pieces of the head is the lower jaw, and this is a rather small piece that is going to be a tad bit more difficult to glue on than the other pieces. Both figures are very high quality sculpts, with excellent detail and vivid features. I could only find the barest traces of mold lines and the only errant metal on any of the pieces are the flimsy injection spurs. Needless to say, there are no parts of this model even close to being subject to easy damage, and both are well balanced as well. This model is just to fun not to field.

280516-0095 Daktari 7,00 €

Now this is an interesting pose for a battlefield doctor. Daktari is the new doctor for the Nomad army, and if all the doctors are like her I'm guessing that getting shot while in the service of the Nomads may have its advantages. This scantily clad and well proportioned professional of the medical sciences has on finger touching the side of her lips as if being coy, and the other holding a hand gun that is pointed too low to be aiming at your chest. She comes in a total of five pieces, and that is not counting the round plastic slot base that is also included. Her main torso comes in two pieces that connect at her small bare midriff with a ball in socket joint. The three remaining pieces are all quite small. The first is the afore mentioned pistol which has as part of it her left hand



and forearm. This attaches at the elbow at a small flat face to face joint and then points away from the body. The second piece is the tail which is very slim and fits over a very small nub on her rear. The last piece is her medikit (unless I'm mistaken and it's really her makeup kit) and sits on the ground in front of her. The elbow joint and the tail joint are both very small joints holding on parts that can easily catch so you might need to take care when packing this model. There is not much in the way of flash or mold lines, but what little cleanup there is can be cumbersome simply due to the small pieces. But even with that said, this model is simply too unique to not paint up and get on the field.... I'm very sure she will get noticed.

280217-0096 Machinist 7,00 €



Look out, there are engineers on the battlefield now, your forces are doomed. I just had to say that seeing that in my (Clay) other life engineering is my stock and trade. Of course this guy appears to be more of a battlefield repairman, or a mechanic, rather than an engineer, but hey, perhaps in the far future there is no difference. This model comes in four pieces and has a round plastic slot base included. Also included is a plastic sheet of holo-displays that you get to choose from to attach to one or both hands (one hand looks to be set up for one, while the other looks like is holding some sort of high-tech tool). Two of the pieces are his arms which both attach at the shoulders over substantial ball in socket joints. The last piece, besides the main torso, is a fanny pack of equipment that fits over a rectangular tab on his rear. This is another well sculpted and sharp looking Infinity model that is just full of detail. The model appears to be plenty sturdy and all the joints look like they should be of sufficient to keep it all together during normal use. No flash and only minor mold lines means that the hard part about getting this guy all painted and outfitted will be cutting the holo-display out of the plastic sheet. My recommendation is to let your 4 year old do that part for you.

280319-0093 Wu Ming (Boarding Shotgun) 7,00 €



As with all things Corvus Belli, their new Wu Ming figure is lovely. This model is for the Yu Jing faction of their *Infinity* sci-fi, miniatures game. Wu Ming comes in five pieces: head, right arm with shotgun, two antennae, and a head. As I (Brian) have come to expect all of the parts are nicely molded with no lines or unsightly bulges. What little flash I found was easily scraped off with my thumbnail. Both the head and arm attach via a ball-and-socket joint. The pieces fit together well enough that no putty for gaps is needed. The stance of Wu Ming is action oriented. The slight crouch appears balanced and stable. The only thing slightly odd that I found on the pose is that the shotgun/arm, when attached, makes it appear that the figure is looking through some type of optical sight. Now, I normally think of a shotgun as a point-and-pull weapon without the finesse of a scope. But, being a science fiction figure, Wu Ming could be looking through an infrared or light enhancement device. This small observation on my part in no way removes any of the beauty of this model. Wu Ming fits in well with the other figures in the Yu Jing line. The articulated armor plates resemble those found on other models and they are highly detailed. A lazy painter (me) could get a lovely end product by priming it in black and then dry-brushing colors over the figure. This would look decent on a gaming table. A highly skilled artist could end up with a fantastic looking showcase item that one would be afraid to touch. Once again, Corvus Belli has impressed me with the product that they put out. The bang is worth the buck.

Reviews by Mark Theurer, Clay Richmond and Brian Ahrens





Federation Commander Border Box #1 \$99.95
Produced by Amarillo Design Bureau, Inc.



This small box, about the size of a VCR tape box (remember those?) contains enough space ships to account for the ones presented in the base game Federation Commander: Klingon Border. The box comes with several plastic baggies filled with ships and 1" plastic hex stands to mount them on.

There are three different Federation ships (two of each) in the box. First are the classic Heavy Cruisers that have the large saucer section that's immediately recognizeable. These come in four pieces and they probably needed the most cleaning of anything in the box. I found no defects on them but there were mold lines that needed to be cleaned on all the pieces before they could be assembled. The smaller Frigates are single-piece models that have a smaller saucer and didn't require any assembly, but did need some cleaning.

There was a bit of extra metal left from the casting process down by what looks like a large radar dish but I was able to clean this off (it wasn't too thick) pretty easily and was able to keep from damaging the model. The last two Federation ships are older style Light Cruisers and while they have two engine pieces like you see on many Federation ships they really look nothing

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like the ones with the saucer section. Cleanup on these two was quick and simple and they were based and ready to prime in no time.

The Klingon ships (there are four Cruisers and two Frigates) all come as single-piece miniatures so they only need to be cleaned and mounted on their bases. All had some small bits of flash here and there and the mold lines that I could find were very faint. The "neck" of the Klingon ships can be prone to bending, but only if you don't care for the models well and toss them around. They should hold up fine to regular game use and this part of the model is considerably thicker than the sword or spear on your average 28mm

fantasy miniature.

That takes care of half of the ships in the box. The other half is made up of races that are probably less known to the casual Star Trek watcher, but have been part of the universe for a very long time. There are four Kzinti (cat-like humanoid aliens) ships made up of two Battlecruisers and two Frigates. Each had extra tabs of metal from the casting process that needed to be clipped off and there were mold lines (similar to those on the Federation ships) that needed to be cleaned. Each ship has a small additional engine piece that is easily glued into place on the back end of the ship. These ships have some small "fins" that can easily be bent out of place if you're not careful so just be aware of that and get them into a flat position before priming and leave them there so as to not stress the point where they connect to the rest of the ship.

The Tholians (crystalline non-humanoid aliens) get two ships, a Patrol Covette and a Cruiser, while the Orion (green-skinned humanoid aliens) get a single Cruiser. The Orion ship is a small, flat vessel that has some small raised details on the surface of the ship. It had some minor mold lines to clean. The Tholian ships have an angled, crystalline shape that is right in line with how the race is depicted as also being crystal-type alien creatures. They are also single-piece models but have more visible detail on the outside of the ship that will be easy to bring out with a drybrush or inking. The final five ships are a set of two large Freighters and three small Freighters. The small ones are larger than many of the smaller ships in the box and resemble large cylinders with small engines attached at one end. The large variety looks like two of the small ones that have been built up in the middle to make a single larger version. Mold lines on these were pretty faint and were not visible all the way around any of the models. The engine pods/fins on the back ends stick out and can get bent if you're not careful.

None of the ships are difficult to assemble and all were ready to be primed and painted in fairly short order. Since each ship is likely to have just one or two major colors they should all paint up fairly quickly and easily too.

The price may initially put you off but really should not for a couple of reasons. First, the miniatures are not needed to play Federation Commander. The game stands on its own just fine using the cardboard chits that come with it. The miniatures are simply for gamers that want to use them instead. Also, you get 24 ships in the box (which are also available in smaller packs of ships at a lesser cost) which comes out to an average of just a little over \$4 per ship. Playing with these miniatures pretty much necessitates you

using either no map-board at all (and using straight inches of movement) or using a larger scale map. I'd recommend 2" hexes because that allows for some stacking (multiple units) in the same hex but is not so big that it's unmanageable. I've played Federation Commander with the standard chits that come with the game but am very much looking forward to scaling things up to use miniatures and need to get paint on some of these quickly.

Reviews by Mark Theurer



We got several packs of Battlefield Evolution packs in to review for this issue and before we got started on them I wanted to give a quick comparison of the painting and size because those have been hot topics on many internet forums since the game and minis came out.

As for scale, the BFE models are not as "beefy" as most other models of a comparable scale. Whether you call them slight or normal as opposed to heroic or exaggerated is up to you, but they are modeled on much more of a normal human frame. You can see above that they also look smaller due to, in my opinion at least, to being attached to a thinner base than any of the other figures above, which are all on standard slot bases. The Senshi (for Rezolution and painted for me by Robert Hooper) has platform shoes on so she's even taller. As far as the paint jobs go I guess a basic statement that I could make would be that I've seen better and seen worse and I've done better and done worse myself. I can't do camouflage to save my life so that part is welcome to me. Ok, on to the specific boxes that we got to look at.



STAR FLEET UNIVERSE

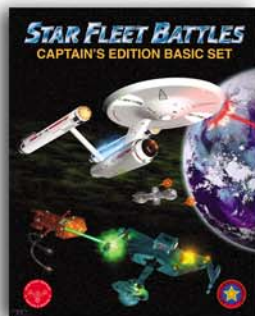
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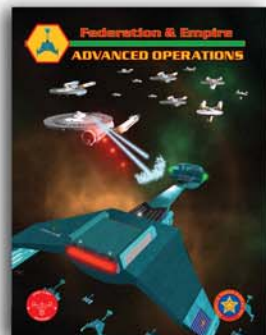
STAR FLEET BATTLES



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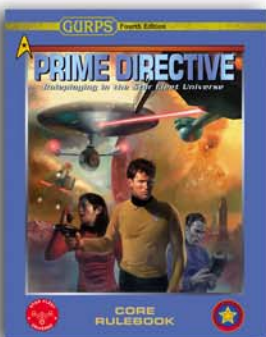
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The camouflage is well done and while I could probably do a decent job with the camo myself I don't think I have the patience to do it at all. The flesh on these guys has some shading visible and the eyes are very well done and they are not big blobs of white with slightly smaller blobs of black. The flesh could use a quick wash of color but it's really not necessary. The bases are textured and drybrushed with a couple of different colors and the bottom of each base bears a sticker identifying the figure. The build of the figures could be looked at as being slight but you could also say that they are not as overblown and exaggerated as some other lines of near-future figures. The base that they stand on is also not quite as tall as what you're used to with plastic slot-a-bases so they automatically look a bit short, but I'd have no

problem tossing them into a game with figures from other manufacturers. Overall, I'd say that the figures are good.

MGP444109 EFTF British Infantry Command & Warrior \$29.95

In this box set you get three troopers and one vehicle. You also get, as you will in all of the boxes, a set of quick-start Battlefield Evolution rules and a datacard (more than one in some cases) for the models. All of the models are affixed to a piece of cardboard with twist-ties in the same manner as many toys that you might pick up for your kids. It reminded me a lot of the Barbie toys that my daughter gets that I have to pull out of the packaging for my daughter. The packaging is very sturdy and gives a good look at the contents.

I was impressed with the Warrior transport vehicle. Its turret rotates through 360-degrees and there are two antennae that stick on the top. The painting on the tank is nicely done with dirt and weathering on the tracks and armor plating. In the game, the cannon on the Warrior does have a chance of damaging the main battle tanks. It's not going to get a "kill" result on any of them but plinking away at one is better than nothing.



MGP444106 PLA Type 99 Main Battle Tank \$24.95

As the main battle tank for the Chinese faction in the game it's only fitting that it was really "Made in China". This model comes as a single pre-painted tank with a turret that rotates through 360-degrees. There is a small visible gap between the bottom of the turret and the rest of the tank but the only way



you'll notice it is if you look at it sideways while holding it up in your hand. There's really no way to detect this gap while it's on the table. The only mold lines that I found on the model were on the two 55-gallon drums that are on the rear of the tank. Other than that, it was well cleaned before painting, which was done in a medium brown with a slightly lighter drybrushing of a lighter brown on top. I can't tell for sure if the PLA icon on each side of the turret is a decal or was hand-painted, but I'm leaning towards it being painted by hand as I don't see the typical glossy edges of a decal on it. The tracks were drybrushed with a silver/metallic color but the wheels themselves don't look like they got much attention. The turret does come off of the body of the tank if you want to replace it with cotton for smoke after it gets destroyed.

MGP444107 MEA Infantry Squad \$29.95



This box contains 8 soldiers from the Middle-Eastern Alliance and the usual data card and quick-start instructions. Each wears a turban (some have a mask covering their face and others do not) and their uniforms are the equivalent of street clothes. There are four different poses in the group with none of them having identical paint jobs. There were a couple of misplaced spots of paint in a few places, but overall I'd say that the paint jobs are ok and I found none of the big eyes that I read were more prevalent in earlier releases of these figures, but some touching up on your part would not hurt these. I'd say that these are not quite as good as those from other factions that wear camo. I like the variety of colors in the group but I think that the quality of the camo on other guys is better. I think they're also very usable in modern rpg's like

d20 Modern, Champions or Mutants and Masterminds as mooks to be kicked around.

MGP44103 USMC Infantry Squad \$29.95



This is a box set containing nine pre-painted infantry models for the US Marines (USMC). Also included with the set is the data card for the unit giving you all the statistics, special rules, equipments etc. for the squad. There are four different poses in the set, and for the most part it is not too difficult to identify which model is which. But if you do have a problem telling them apart, they are also labeled on the bottom to help out. The squad has a Sergeant and two rifle teams. Each team is made up of a corporal, two riflemen, and a gunner. The Gunners carry a M249 SAW, so he is easy to pick out. Two of the remaining models have a grenade launcher attached to their M16A4 rifles, so these too are easily identified and count as two of the Riflemen. Of the remaining five models, there are three of one pose and two of the other so I would have guessed that the pair are regular riflemen, and the three are the sergeant and two corporals, but as it turns out it was the other way around and I guess this set is short a corporal. The models were all very clean, and I found no defects of any sort on any of them. The models themselves are fairly durable, and appear to be able to stand up to the casual use they will endure during gaming, and perhaps even some rough handling. All the models are well balanced and not likely to get knocked over without some effort, though being lightweight plastic means that the effort needed won't exactly stress a determined finger too much. The models are not only re-painted, but the bases are also painted and textured. These models are quite literally ready to play with right out of the box.

MGP444104 USMC M1A2 Abrams MBT \$24.95



This bad boy looks to me like a good reason to get into the game of Battlefield Evolution. This is a pre-assembled, pre-painted plastic model ready for the gaming table right out of the box. Though the model is plastic, most of it is medium to heavy duty material so the model has some weight to it and it won't be easily damaged during game play, in fact the only parts of it that I think you have to watch out for over the long haul would be the guns and other protrusions on the top of the turret which appear to be made out of a more brittle plastic than the rest of the tank (which also unfortunately gives it a slightly different hue, but that is not easily noticed). The turret can rotate, and is easily removable but at the same time won't fall off without some effort. This model comes with a pretty good weapons load out with a M256 main gun, a M2 .50 cal, and two machine guns. If you plan on playing the USMC side in this game, I recommend you plan on getting at least one of these babies. If you are playing against the USMC, I would suggest you take this thing out early on, or stay out of its way. I rather doubt you would like the alternative.

MGP444101 EFTF British Infantry Section \$29.95

Being only the second Squad of Battlefield Evolution I've seen, and being beyond the age of perfect vision, I have to say that these look close enough real to life uniforms, that some forces may be especially difficult to separate visually from their opponents... until you look closer. I mean, don't most



professional modern day ground forces today wear some sort of camouflaged battle fatigues? Anyway, the fatigues that these British soldiers are wearing is different from the USMC squad, but only because the USMC squad are wearing their desert fatigues rather than their jungle variety. Otherwise you would have to look close enough to identify their weapons. This squad has eight models, all of which are fully assembled and pre-painted, with the bases fully textured with desert-like terrain. There are four different poses; two gunners armed with the Minimi Para, two riflemen with the L85A2 rifles, two more riflemen with the same rifle equipped with the grenade launcher, and then two models that although they are the same, one is labeled as a Lance Corporal, and the other as a Corporal. Except for this little duplication, they are easy to identify and they are made of durable and flexible material that appears to be able to stand up to a certain amount of abuse. All are ready for the game table as soon as you can get them out of their packaging.

MGP444110 USMC Force Recon Team \$24.95

This squad has six models, all of which are pre-assembled and pre-painted ready to go to war right out of the box. Of the six models, there are actually five different poses, three of the poses (which account for four of the models) are riflemen armed with the Scar-1, so there is only one duplicate here (I'm not sure if the models supplied in the box set are random or not, so what I am describing may or may not be the standard box set). Then we have another pose for the gunner who is armed with the mk46. Finally we have the sergeant who is armed like the riflemen and carries a Scar-1. The models, as you might expect, are very similar to the models in the infantry squad, but there



are a couple visible differences that a sharp eye might be able to pick out. First, and most obvious, is that these models have backpacks that are slightly different than the infantry. Second, and this one takes a good eye, is that the helmets are marked differently. Besides that, the outfits and bases are pretty much the same (though the infantry fatigues have a few more dark colors than the forced recon). Something I did notice on these particular models is that the sticker on the bottom that identifies the model is much more readable than the ones I've seen on the previous squads. I don't know if they used different stickers, or different adhesive, but this is the way to go in my humble opinion.

MGP444113 EFTE British SAS Patrol \$29.95

Well, this box set has the most models I've seen for this game so far with ten models. All are pre-painted and pre-assembled and ready for combat right out of the box. These guys are a little bit easier to separate from their infantry counterparts than the USMC Force Recon guys are, and this is primarily due to head gear. These dudes don't wear helmets, but have easily identifiable soft cover hats instead. I guess the fact that the majority of them have the distinctly different M416 helps too. There are four different poses in the box first of which are the four riflemen (all the same pose) armed with the M416. The next two poses you get to choose between as the squad is only allowed to be deployed with two of the four models. The first is the standard configuration which is the gunner armed with the Minimi Para, and the optional models are the snipers armed with the M109. The final pose consists of two models,



one of which is the Corporal, and the other is the Sergeant. Since there are pretty much identical, you will have to somehow mark them in order to tell the difference on the battlefield. In the previous squad I looked at, I noticed that the stickers on the bottom were a step up from the first squads I looked at. It looks like this squad must have been a transition set since some of the models have the hard to read stickers, but the bulk have the better version which are far more readable. As a side note, these guys must be good as they are the most expensive (as in unit costs for the army) troop type I've seen so far, and the extra model options makes them more flexible too.

Reviews by Mark Theurer and Clay Richmond



ABG7001 Vatacina Crew Starter Set \$34.99

This set has all the basics for a player to start up of a Vatacina Crew. It comes with four complete models (along with their data cards), a special Resolution style deviation dice, the Resolution Quick Start Rules, and an added bonus CD-ROM. The CD not only has the Quick start rules, but it also contains .PDF files with templates and counters that are used for the game that you can print out and use. Not only that, but there are several terrain pieces from WorldWorksGames (which makes some of our favorite terrain that we



use in our battle reports). This is a great bonus that you should make sure you don't overlook. As for the models, the four are a Cardinal, a Brother of the Mind, a Watcher, and a Sentinel. The first three all come with standard sized round plastic slotta bases, and the Sentinel comes with a large round plastic base. The Cardinal is a single piece model and she is a very nice sculpt. Of course her garb is not exactly what I would imagine a mother superior to be wearing, but hey, that works for me. There are hardly any mold lines or excess metal on her of any kind, so she requires hardly any prep work at all. The detail on her is very good, and there are no weak points on the model. Unlike most Resolution models, she actually comes with two data cards since she has too many Craft Powers to fit onto just one. The Watcher is another single piece model, and this one is wearing clothes that more closely resemble what you might find in a convent. The Watcher is also a Craft wielding individual, but not on the same level as the Cardinal. Also like the Cardinal, this model is very nicely detailed with only a couple of spurs of metal that need to be cleaned off before painting. The third normal sized model is the Brother of the Mind and this is a Hacker for the Vatacina crew, and this model comes in three pieces. As are most hackers, this model is listed as a cyborg, though it is probably one of the better dressed cyborgs you are likely to come across. The two arms are the extra two pieces that need to be assembled, and they come mounted on a metal sprue. They attach to the torso at the shoulders on small flat faced joints but the hands come together in from of the model so a small amount of glue there will go a long way in adding more strength to the assembly. This model doesn't have too much in the way of detail primarily due to the robes, but what detail there is, is again well done. The final model is the Sentinel. This is a robot that looks pretty cool and it also looks like it is

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a little killing machine. It comes in seven pieces, three of which are legs that attach to a central undercarriage, and then there is the main torso which sits on top of the undercarriage and it is what the two arms, which are each toting RFBGs, attach to. The model is squat so there are no balance issues and all the joints are ball in socket joints so there should not be too much a strength issue even though there are a lot of smaller pieces. This is a cool set and I'm looking forward to trying out the new Vatacina forces to see how they fare on the table top.

Review by Clay Richmond



1419 Urban Legend Cowgirl \$24.99

Sculpted by Bob Ridolfi

There are five pieces in this blister and the largest, the figure itself, is packaged inside a red ziplock bag. As you can see by the picture there are some naughty bits on this figure. Her breasts are bared, but I really saw no reason for the lower "Censored" block as she appears to be wearing lace panties. She wears leather chaps and boots with a pair of pistols around her waist. A



long duster is also worn and it hangs down to her boots. It's wide open to reveal her ample, but not overly large, bosom. Her left hand rests on one pistol while her right holds a sawed off shotgun that rests across her shoulder. The additional pieces are a section of fence, a cowboy hat and a bottle. A canteen rests against the fence and a length of rope is coiled on the post. Her hat could be set on the post as in the picture but you could also cut a small section off the top of her head and have her wearing it. The fence is not part of

her base and would be best used as part of a diorama. I got to meet Bob at ReaperCon and he showed me the green of this, which is a slight re-working of 30005 Ellen Stone, Cowgirl. I think that all of the 54mm Master Series Miniatures are more intended for painting and dioramas rather than playing with and this one fits in well with the others.

3210 Goblin Ninja \$3.99

Sculpted by Jason Wiebe

Well, I have to admit that I had to get past the name of the piece before moving on, but believe it or not, it's not the first little green ninja that has come across my desk. I will say though, that of the three I've seen (can you believe it?) this is probably my favorite, primarily for the stance and the clever mounting. The model is a two piece model, where one of the pieces is primarily the base. The clever part is the loose ends of the belt that streams behind the figure, in the midst of a flying kick, provides the support to the base, and attaches to the torso in a nice ball in socket joint at the back of the belt. I thought this was pretty cool, but the deciding vote for me was the face of this model. Unlike other models of this sort I've seen, this face is far more beastly, which is the way I personally visualize these creatures, so I guess it's a personal taste thing. Anyway, even with the exotic mounting, it is done so well that there are no problems with balance. Flash was nonexistent on this model and mold lines were mild. All the limbs, sword and belt ends being exposed like they are you might think that this is a frail model, but all parts of the model are surprisingly rigid, so it will not be very easily damaged by accident. Besides filling the unique roll of the goblin Ninja, this guy would be a cool addition as a specialty individual to a goblin army as well (Ninja, assassin, you name it).



3211 Goblin Pirate and Powder Monkey \$6.99

Sculpted by Jason Wiebe

I guess Jason was in something of a crazy goblin mood this quarter. This blister comes with two single piece models, and as you might guess, one is the goblin pirate, and the other is the "powder monkey". The powder monkey is an actual monkey, and he (she?) does not look at all happy about the big keg



of powder it is carrying in its arms. The base for the monkey is made to look like the deck boards of a ship, but they are fairly small and with the weight of the keg the model is a bit top heavy, in fact I had to bend the thin little legs a bit to

allow it to stand up without falling. The goblin model is also a bit over balanced primarily due to a very small base, so I would recommend mounting him on a secondary base. Besides the legs on the monkey, there are not any easily damaged parts of the models except perhaps for the feather in the goblins hat, and even that won't bend without some effort. But that is really the only downsides to this set as both pieces are clean nicely detail models. The pirate, like the previous goblin model, has a stature and facial features that are perfect for a goblin gone pirate (you have to figure that only the toughest survive in that rather unforgiving profession).

3212 Young Wizard \$3.99 **Sculpted by Tre Manor**

Iltheus is a single piece solid cast model with an attached metal base. He has an owl on his shoulder that is presumably his familiar, and is armed with a huge book under one arm and tall staff in his opposite hand. He also has a very nice ornate dagger hanging from the front of his belt. The dagger is not the only thing that is ornate on this figure; in fact, there is enough high quality detail on this guy to put him into the "impressive" category. It looks to me like a whole lot of work went into sculpting this piece and it shows. All the details are clean and crisp with hardly any excess metal on him of any sort. The staff is the only



thing that is easily bent, and that may have to be straightened when it comes out of the blister. The model is well balanced and the base is textured to look like flagstone. This is a great model and one that will intrigue and challenge the detail oriented painter.

3213 Elf Thief \$3.99 **Sculpted by Jeff Grace**

They call this serious looking lady a thief, and she looks like she would fill that role quite handily, but I think she would also do well in a number of other roles as well. The model is a single piece, and attached metal base is large enough to make the model plenty stable. Her exotic armor and short sword mark her as an elf, but there is also one pointed ear sticking through her tousled hair that also does the job. The base is textured and has a chest on it which she has one foot on as if in victory or in challenge. She looks to me more like the "In your face" type of thief rather than the slinky kind which is why I say that she could also be used as a fighter or something as well as a thief. The only weak point on the model is her left hand which is holding her short sword, and has a tendency to bend at the wrist if you are not careful. The detail on the model is also really eye catching, not to mention the cool stance, making it another of one of the more impressive models and with a good paint job I'll bet this model will get noticed without any difficulty at all.



3214 Bloodmane, Gnoll Champion \$8.99 **Sculpted by Tre Manor**

You may know by now that I have a soft spot in my heart for Gnolls. I can't say why that is but I've just always liked them and they've been a staple of my D&D games for some time now. I'm also developing a fondness for just about anything that Tre Manor sculpts. I saw him at ReaperCon but didn't get a chance to talk to him. This gnoll comes as a single piece. The shaft of the axe was slightly bent in the blister but was easily put back into place. For me, the shield is the standout part of the model. It's large, spiked and just looks plain mean. It actually looks a bit more imposing than the axe to me. Blood-



3215 Half Orc Barbarian \$4.99
Sculpted by Tre Manor

Okay, this is a lady you would be well advised not to offend. In fact I think she you get along just fine as a Klingon hard case. The model comes in two pieces, the right forearm and the axe it is holding, is attached to the base by a small post, so it will need to be removed and attached to her right elbow. The figure also comes with a metal base that is attached and also textured like flagstone. For a ½ Orc Barbarian, she has obviously done well for herself and she is well equipped with quality, and in some cases, ornate gear. Her large round shield is especially cool with some really good detail that goes above and beyond the call of duty. I could find no mold lines on the model and only a couple spurs on metal, so she is also very easy to prep. I don't know what it is about this model, but I



just think that she would really add character to a party if played correctly and just looking at the model inspires you to play her as she should be. She ain't going to be no cream puff and that is for sure.

3216 Dwarf Druid \$5.99
Sculpted by Jason Wiebe

I remember reading a series a few years ago that had a Dwarven druid in it and had to laugh because I thought that THERE was a model no one would ever make. Well, looks like I have been proven wrong. This blister comes with two models and



the title implies, and yes, one of them is a badger. The badger, a single piece model, is pretty cool all by itself, and is not quite big enough for the stubby dwarf to ride. The Dwarf comes in two pieces, the main torso and the head of the scythe he carries as his weapon. The head of the scythe comes attached to the based on a small post, so it will need to be clipped off and cleaned up. Since there are not a whole lot of places to put detail on this guy, it looks like a big portion of the effort went into sculpting the facial features. This grizzly looking dude has one of the more impressive faces I've seen in a long time. This is the kind of face that you are going to want to get a very nice paint brush to do it justice. He has an attached metal base (as does the badger) that is fairly small, but due to his rather low center of gravity, he doesn't have any issue with balance. This is a good looking pair of models that I'm betting you won't be able to find in too many other places.

3217 Elven Scout \$3.99
Sculpted by Sandra Garrity

Thandir is a single piece, solid cast model with an attached metal base which is textured. His clothes are those that you might expect on a forest dwelling individual and in fact they bring



forth images of Robin Hood (the original version). He definitely works as a scout, but he also works as a ranger or even an elven warrior as he is armed with a long sword as well as his ever trusty bow. The mold lines on the model are slight and there is essentially no flash on him. Although he looks as though there might be parts on him that would be easy to bend or damage, he is surprisingly rigid and not casually malformed. For a forest dweller, you would expect too much in the way of fancy detail, but its obvious that every available opportunity was used. Besides the different layers of his clothes being nicely detailed, his quiver and scabbard are also sculpted with some nice detail. His base is also big enough to preclude any balance problems so he is a good model that can be prepped and ready to paint in very short order.

3218 Orc Warboss \$6.99
Sculpted by Jason Wiebe

This ugly looking guy is a single piece solid cast model. He has a small attached base that is textures and has a small pile of skulls on it which his left foot is resting on as he screams his victory yell to the sky. The base is sufficient for his to stand on, but due to his height he will be easy to knock over and may have difficulty on surfaces that are not perfectly flat, so this is one I would recommend remounting on a secondary base. This guy looks like he will be fun to paint as there is a little bit of everything on him. He has horns, skulls, heavy armor, furs, chain, leather the whole works. He is also a very clean model with no mold lines and only a few spurious pieces of excess metal. This dude would be a very nice addition to any orc army.



3219 Orc Warrior \$5.99
Sculpted by Sandra Garrity

This model is a good warrior-buddy to the previous model, and it too is a single piece solid cast model. The attached metal base is textured and of a size

to provide for a fairly stable model. This guy is a fairly hefty model with no weak points and he is pretty much free of flash and mold lines. His armor is mostly chain and fur, but this is augmented with a hefty shoulder guard and a large steel shield adorned with a distinct symbol. The part about this particular orc that makes him a tad different is his weapon. Instead of an axe or some sort of crude sword, he is armed with a pick. I'm guessing he got it off some poor dwarf at some point. This is another model where the sculptor did a great job on the face and head even to the point where you can almost smell this guys fetid breath and see the air steaming out through his flaring nostrils. I think both this model and the previous one would make great additions to an orc army or be a good encounter all by there lonesome.



3220 Barrow Warden (2) \$9.99
3221 Barrow Warden Keeper \$5.99
Sculpted by Kevin Williams



Each of these three skeletons is very heavily armored in plate. The pack of two comes with a sword and axe and each also carries a shield. The weapons can be added to whichever guy you like and they look fine on either of them. Their shields appear to have skin

stretched across them and form a skull motif. Both had very minor mold lines and assembly was very easy with the weapon arm fitting right into place. There's also a bit of movement available with the weapon arm so you can pose multiples of these figures differently if you like. The only bone showing

on any of the three is their skulls and a bit of their legs that is visible from behind so you'll be painting a lot of armor, a bit of bone and also a tabard on the one that comes in the single pack. I expect that they will all paint up easily and quickly. The single figure has both arms as separate pieces and does not carry a shield. His sword is inscribed with runes that will be easy to pick out when painting. I like these as a variation on the typical unarmored skeletons that are usually used in fantasy games and these can make for a nice slightly scaled up encounter against your party of adventurers. Any of these three would also make excellent alternate models for mercenary Thrall Warriors in Warmachine.



3222 Elori Ebonscythe, Cleric \$4.49
Sculpted by Jeff Grace

The first cool thing about this model is the name. The next thing about this model that will keep them coming is the exotic outfit on this long legged hellfire cleric. The model is a two piece model, one of them being her weapon with the right forearm on it, and the other being the rest of her. She also has a very nice sized textured base that keeps her from falling over in all but the most catastrophic of situations. The weapon she carries is evidently her namesake scythe and its shaft is long and narrow enough that it can be fairly easily bent, but for the rest of her it would take some major effort to damage. A good portion of the model is covered in voluminous robes, but the front of the torso and legs are visible showing off her exotic, and unclerical like armor. The cool look of her armor is matched by the passion in her face. If you have any doubt about the alignment of this lady (I know I did at first) she has a couple skulls in her outfit, one on her necklace, and one on her shoulder. All in all, this is a really cool model and sharp looking model.



3223 Gargoyle \$8.99
Sculpted by Bob Ridolfi

The big, grinning, maw on this gargoyle is what stuck out for me first. This three-piece (body and two wings) model is perched atop a couple of stones and the sculpted base is also littered with bones and rocks. The body has some nicks in it where he would have suffered damage over time and the wings have lots of cuts and weathering on them. It definitely looks like a gargoyle but could also easily pass for just about any kind of winged demon so there's lots of versatility here depending



on how you want to paint it. The wings fit easily into place and are not heavy enough to need to be pinned. There was a visible mold line running around the outside of most of the figure so you'll need to invest a few minutes with a hobby knife before he's really ready to assemble. The wings are thin enough to where you can bend them a bit if you like to adjust the pose a bit, but they are also high enough up on his back, and he's raised a bit on his perch, to where they should not interfere with models that might be standing next to him. A very good representation of a staple monster of fantasy games. Now, if I can ever get my party to think that every statue is not a gargoyle I'll be in business.

3224 Pirate Captain \$3.99
Sculpted by Gene VanHorne

This model is pretty amazing just because of all the protrusions coming off this model making it more of a three dimensional model than normal. But still, it is a single piece model, a pretty impressive casting. Then when you add the fine detail that is on this piece, you have one



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'Baker'



'Harby'

heck of a model on your hands. The model also has an attached textured base of suitable size to keep the model upright on most surfaces. With all the sharp protrusions, you would expect to have a lot more flash, but there is none and mold lines are slim to none, another thing pointing to a great casting job. As I hinted earlier, this model has a whole slew of excellent detail, from his furrowed brow and winged parrot, down past his dagger studded bandolier, to his leather boots. This is a great model, if it hasn't won any awards, it should.

3225 Illucasheth, Succubus Queen \$8.99 **Sculpted by Patrick Keith**

Seven pieces make up this figure and right off the bat I'm really impressed with the base. I've never been a fan of the "broccoli" bases but this one is as a set of stone steps with a handrail with roses and other foliage growing on it. It would fit nicely onto a regular base if you have thoughts of using her as part of a Warlord army. The main part of the figure had a bit of a mold line that needed to be cleaned underneath the figure and then she slid right into place on the steps. Her left hand is reaching out for the handrail as if she's descending. You get two options of how to arm the figure, either with a whip or a short sword. Both fit onto her right arm at the wrist and this is a possible weak joint on the model that you might want to pin. I like having the weapon option and would like to see more of it built into the sculpted figures as it would reduce the actual conversion work that needs to be done if I want a different weapon. Two horns come on a metal sprue and they fit onto her head easily. She's not wearing much in the way of armor or clothes but all of her womanly bits are covered, but she is showing off a lot of booty. The wings fit onto the body via a void/peg joint and her long hair flows over where you would normally see them attach to her back. There are two seams that are created by her hair after you attach the wings that you'll probably want to use a bit of green stuff on to smooth out. I think she'd work quite well in a Darkspawn army or in her intended role as a boss succubus.



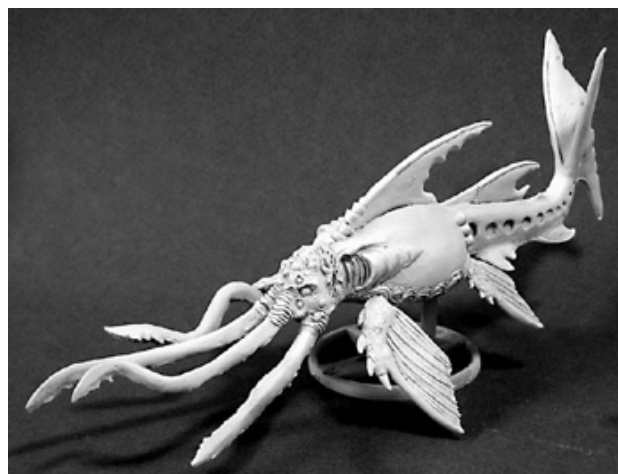
3227 Garret, Adventuring Cleric \$3.99 **Sculpted by Kevin Williams**

Garret is a Cleric more along the old classical lines being heavily armoured and hoisting his large baptismal mace over his head. He is a single piece solid cast model with an attached metal base. The base is slightly textured and of sufficient size to keep the model upright without issue. Being covered from head to knee in chain and leather, this particular cleric is more about functionality that showmanship so there is not a whole lot of opportunity for fancy detail on this model. His face and the front of his shield are the exceptions, and here the detail is well done. The model is very clean not having any mold lines or flash, so he can be prepped and ready for painting in no time flat. The only part subject to damage is the shaft of the upraised mace, which may get bent in shipping or rough handling. This is a good generic cleric model for RPG games.



3230 Goroloth \$39.99 **Sculpted by Michael Brower**

This is one heavy blister that contains eleven pieces, including the base and stand. Some people on the Reaper forums have dubbed this figure Reaper's version of an Aboleth (just do a Google image search and you'll see the D&D monster) and while it's definitely different from the D&D monster it's also



close enough to be used as it without anyone calling foul. The body section of the figure has a hollow underbelly which cuts out a lot of the weight of the model, but it's still hefty. The head and tentacles fight into a peg/hole joint and you could carefully adjust the pose of some of the tentacles if you like. The tail fin fits onto the

body with the same kind of joint and some of the peg had to be trimmed to allow the fin to fit cleanly. The overall length of the figure is right around 7.5" so it makes an imposing figure on the game table. There are six fins that fit onto various places on the body of the monster. The last two pieces are the base and stand. The base is a mostly empty circle that's about 2" across. You'll be best off using epoxy to fix the stand to the underside of the model and the same to fix the base to the peg. I'll be covering the voids of the base with putty and then painting it a blue-ish water color. Even though this is not a complicated figure to build it's not one that a first-timer wants to tackle right off the bat. It does require cleaning of some mold lines but I found no flash or defects. I didn't need any putty for where the parts went together but you'll want to consider pinning the side fins. The figure is very cool, but it's also one that pretty much requires that either you are already playing in a water-based campaign or you, as the DM, can manufacture a scene that needs such a monster. For me, I think I'll use it along with some of Reaper's Slithe Raiders when D&D 4 comes out. Yea, it's a ways away but it's not like my gaming plate is empty nowadays.

3228 Connor, Yeoman Archer \$3.99
Sculpted by Jim Johnson

Well, if the previous model was a good fit for the generic cleric in RPG games, this one is a good fit for the generic archer. Being a single piece model with an attached textured base, this guy too can be made ready for the table top in very short order. This guy stance has him leaning slightly forward, so the base is not quite large enough to keep him from being a bit top heavy. Mounting him on a secondary base will of course take care of this. As hinted above, the mold lines on this guy are slight and the excess metal is limited to only a couple slivers of metal at the tip of the extremities. I think that this model would function well as an adventurer specializing in the bow, but since he is also well armored and carries a respectable long sword on his belt, he could probably also handle himself fine in the hand to hand melee.



3231 Clabach Greatclub \$3.99
Sculpted by Bobby Jackson

Clabach looks like a guy that is not too stuck on etiquette or too concerned about subtleties. Not being a small guy himself, he looks like he swings the club he carries, which is easily taller than he is, like a small baseball bat. Another hint to his robust personality is the fact that he does not have a whole lot of other gear on him, but he DOES have his big ole trusty tankard strapped to his side. You never know when you will bump into a tapped keg I guess. The figure is a single piece model with an attached and textured base. The model is well balanced so that along with the size of the base should keep it upright on most surfaces. He also has no mold line or flash to speak of, so he is virtually ready to go right out of the blister. This is obviously a good model for a barbarian, but he would also do well as an eccentric and uncouth fighter/warrior.



3232 Auberus, 1/2 Elf Warrior \$3.99
Sculpted by Bob Ridolfi

This model is a single piece solid cast model with its own attached metal base. The base is textured to look like rocky ground, and is probably a base that should be mounted on a secondary base as his forward leaning stance makes him rather easy to knock over. In general, this figure could be used as any cavalier or fighter type of character either human, elf or in between. His features could go either way, and his armor and sword do have an elvish look to them, with some very nice looking detail included, but again, that could be okay for either race. Mold lines and flash are both sparse on the figure so cleanup is easy. For strength, the only part you have to watch out for would be the



sword which I had to straiten out of the blister, but it is plenty sturdy to stand up to normal handling. The pose of this figure is one of the more striking things about it, and it goes very well with the overall look of the model. I would consider this a good model that could be used in a large variety of roles.

3233 Townsfolk X: Children \$6.99

Sculpted by Bobby Jackson



I guess with all the other Townsfolk available, it was only a matter of time before Reaper came out with children. But this blister has more than that as

there are a total of six small models in this package, and two of them or chickens. The other four models are arguably all children. One is a baby (as in the rug rat variety) and another is a young maiden that may be the older sister. Then there are the two toddlers, presumably one female and one male. The figures are all single piece models and come mounted two to a sprue. All of them also come on small attached metal bases appropriate for their size. Besides the sprues, there is not much cleanup associated with any of them as they are all relatively free of extensive mold lines and flash. Add this with a couple of adult townsfolk and you will have the makings of an entire farmstead.

3234 Melantha, Halfling Adventurer \$3.99

Sculpted by Werner Klocke

You just don't see Halfling models very often, and when you do they are normally male thieves. So that makes this little lady (emphasis on the little) an anomaly for two different reasons. The first of course is that she is a female, and the second is that she does not exactly look like a thief, but rather a ranger, or fighter.



The model is actually generic enough that she would work well in any of those roles, so if you need a female Halfling, this model is a good bet. She is a single piece model with a small attached metal base that happens to be textured. For as small as she is (almost the same size as the children in the previous set) she has a surprising amount of fine detail on her that is both clear and distinct. She is also pretty much clear of mold lines and flash which is good since clean up on a model like this would have been a real pain. This is definitely a model that will fill a unique role in a party.

3235 Hakan, Barbarian of Heimdall \$3.99

Sculpted by Mark Kay

Hakan is a single piece solid cast model with an attached textured metal base. He definitely fits the role of barbarian in physique as well as dress. Wearing little more than a boot and a fur loin cloth, this guy is jumping into battle with a rather gleeful look on his face. The base is a bit small for his weight height and slightly forward leaning stance, so this is another one that I would remount on a secondary base. The only real cleanup I could find on the model is around the sword, so that was very quick and easy. There is a support post under his left foot which is raised off the ground a bit, so cutting that out and cleaning up if you have a mind to will require a bit more work. This guy's sword and sword arm have enough metal in them to make them pretty rigid, so I don't see that as being a weak point on this model. This is a good barbarian model if you are looking for the low tech kind rather than the Conan kind that you see more often.



14395 Goat Demon, Darkspawn Grunt \$5.49

Sculpted by Tim Prow

Although the blister calls this guy a Goat Demon, the data card calls him a Goatman Daemon, not TOO big of a difference, but a difference all the same. He comes in three pieces, one of which is his two handed weapon that comes attached to the base by a support post. The other loose piece is the head which fits nicely onto the neck with a respectable ball in socket joint. The weapon also uses ball in socket joints and attaches at the wrists. The model also comes with a square plastic slot base and a data card. The flash on the



model is mostly on the tail and the inside of the crescent shaped blade on the weapon. There were also a few small metal spys to remove, as well as the support post, but mold lines were barely noticeable at all. The model definitely has no balance problems, and the only part that might be easily damaged is the shaft of the weapon which you may have to straighten out before assembling the model. I think the looks of the model is a whole lot more impressive than the name, in fact at first I would have argued that there

was no goat at all in the model. But then, the more you look at it, and look at the details, and sure enough, there are goat attributes to this hellish creature. The Demon part (of Daemon part as it were) is a no brainer though.

14396 Goblin Mage, Reven Warlord \$14.99
Sculpted by Jason Weibe

Well, I'd been recently trying to decide on how to build a proper Warlord army (some of you may remember the Dungeon Creatures army that I've previously used in battle report games of Warlord) and I've been vacillating between the Reven (orcs, goblins, beastmen, ogres, etc...) and the Reptus (lizardmen). I had been leaning towards the Reven since I could use all of my old Reaper ogres as part of the army and now seeing a goblin mage riding on the back of a Cyclops I think that I've come to my conclusion and will be using this pair (officially named Gronkelfibbets and Mazak) as the centerpiece of my army. The Cyclops comes in two pieces with his left hand and long



mace needing to be glued into place. There were visible mold lines on the body but they were not thick and cleaned up easily. Anyone that has seen the old Golden Voyage of Sinbad movie will probably see some resemblance to the Cyclops that appeared there and I think that this one is a great homage to the one in the film. The goblin, also a two-piece model with the left hand coming as a separate piece, would normally ride on the shoulders of the brute, but you could easily have him standing in front or to the side of the Cyclops on the same 40mm square base. There would also be room on the base for decorations or familiars if you like. Gronk carries two visible magic items in his hands. One looks like a voodoo doll that has a couple of spikes stuck in it and the other is a wand that has the head of a bird stuck to the end. There is a pouch on his belt and he wears a stereotypical pointy wizard's hat. The brim on the hat is well defined and you could easily trim off the pointed part and replace it with another type of hat. I'm thinking of doing this myself as it would be an easy conversion. Another conversion possibility would be to put Gronk into a small wagon and have jeweler's chains trailing up to the collar that Mazak wears so he can pull the goblin mage around the battlefield. This might require a slightly larger base but would look cool. In addition to serving as the base of my new Reven army this pair would make a good boss-villain in a dungeon crawl.

14411 Khamsin Ranger, Nefsokar Adept \$4.49
Sculpted by Julie Guthrie

This masked ranger is a single piece solid cast model that comes with a square plastic slotta base and a data card. This is a very clean model with no flash and only very minor mold lines. The only real prep work on this model is removing and cleaning off the support post that goes from his left knee to the bottom arm of the bow. The model is well balanced and has no real weak places; in fact I would think that the support post is not necessary since the bow appears to be plenty rigid without it. As usual for warlord models, the detail is great on this model, even though most of him is covering in desert garments. Things like the bow itself, the quiver, the boots, and chest covering are all adorned with very nice scroll work and the like. The unique clothes and mask kind of mark



this guy as a Nefsokar, but beside that, this is a nice archer model that could be used in other games as well as Warlord.

14412 Bondslave, Overlord Grunt \$4.49
Sculpted by James Van Schaik

This blister comes with more pieces than you need to make the model, what a deal! The model itself is only two pieces, a head, and all the rest. But you get a sprue with three different heads (so you get to chose) and then there is also an extra Bondslave type sword with a couple of hands on it, and this simply is not needed on this model. The model is clean, not having any mold lines or flash, and it also does not have any balance or strength issues. Being a Bondslave, these guys don't have a lot in the way of finery so what detail there is has to be confined to the drab cloths and muscle toning where the cloths don't quite cover. The extra heads are of course a cool bonus as I'm sure you can come up with some cool uses for a few extra heads lying around.



14413 Spearman, Overlord Grunt \$4.49
Sculpted by Chaz Elliot

Here we have a spear that would do Braveheart proud. The spear this guy has is like twice the height if the guy holding it just like William Wallace ordered. The model is a single piece solid cast model complete with square plastic slotta base and a data card. As I mentioned, the spear this guy has is not the kind you can throw and hope to hurt anybody. Of course, this kind of spear is also what spelled the doom of heavy cavalry. The figure is relatively free of flash and mold lines with the exception of a couple little spurs. The spear is long and slender enough that it can without too much effort, and may have to be straightened coming out



of the blister, but is it still rigid enough to stand up to normal handling. The armor and spear are the standard ornate stuff that appear to be popular in the Overlord ranks, and the fine detail on the entire model is sharp and clean making the entire model another great addition to the Overload army.

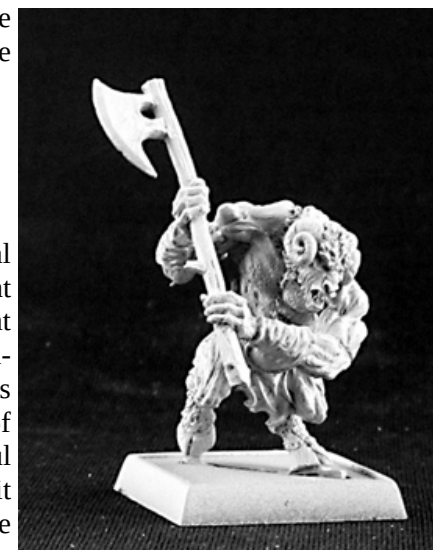
14414 Bone Marine, Razig Adept \$4.49
Sculpted by Kevin Williams

The Bone Marine is a single piece solid cast model that comes with a square plastic slotta base and a Warlord data card. As you can tell by looking at it, the Bone Marines are the undead infantry force that augments the undead pirate of the Razig. This one has his carbine with fixed bayonet raised and pointed at some poor sucker that may soon be joining the ranks of the undead himself. The model is pretty much completely free of flash and mold lines, so it is essentially ready to paint right out of the blister. The only prep work in fact was a few seconds of cleanup on the bayonet, and straightening the gun barrel as it is long and slender enough that it can get bent in packaging. This is a model I think you are going to want to have multiples of, though looking at the data card, they are not cheap troops. I'm sure my marine friends will be glad to here how much they are valued.



14415 Satyr Warrior, Elf Adept \$4.49
Sculpted by Paul Muller

I have to say, this model blows the mental picture I've always had of a Satyr right out of the water. I mean I always thought of them as timid little pipe playing creatures (I know they are in Narnia). This guy looks more akin to the Minotaur of the Labyrinth that he does the peaceful creature I've described. I have to admit though, if I were in a fight, this is the one



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I would want looking after my back. This is a three piece model, and comes with a square plastic slotta base and a Warlord data card. The two pieces that need to be attached to the torso are the head and the two-handed axe the Satyr wields. The head actually comes attached to the base of the axe, so it first needs to be broken off and cleaned up before assembly. The head attaches at the neck with a shallow post, and the ax attaches at the right wrist and left elbow with small ball in socket joints. The model is fairly clean with only a few spurs here and there to clean off. As for balance and strength, there does not appear to be any issues here, though the haft of the ax could be bent without too much difficulty, though there is was just fine out of the blister.

14418 Scragger, Darkspawn Grunt \$4.49
Sculpted by Bobby Jackson

This little bugger is the first of a new sub-faction for the Darkspawn army in Warlord. Concept artwork for several more can be seen in the recent issue of Casket Works, which is available as a free download from www.reapermini.com. This sculpture is right on target with the concept artwork so I'm hoping that Mr. Jackson will do the rest of this line of figures. These



gnomes have a slender appearance and large heads. Their mouths are filled with tiny razor-sharp teeth that are visible as part of the sculpture. Their armor and weapons has a primitive look to it that's reminiscent of old Aztec implements of war. At least, they look that way to me and I think it looks good and different. The arms allow for some careful posing of the shield and sword to add some variety to a unit of these guys. Although they might not match the typical look of the Svirfneblin in D&D, and I do like the look of these quite a bit because it's a new take on what could have been done as just another standard gnome, I think that these could easily serve in the role of the deep gnomes as adversaries for a party of adventurers.

14420 Hospitalier, Crusader Adept \$4.49
Sculpted by Gene Van Horne

This guy is essentially a non-combatant for the Crusader army in the game of Warlord. I say non-combatant because although he can fight, he is not very good at it, and is not likely to survive it. His primary purpose on the battlefield will be to heal those who ARE doing the fighting. He is a single piece



14421 Vale Archer, Elf Adept \$4.49
Sculpted by Werner Klocke

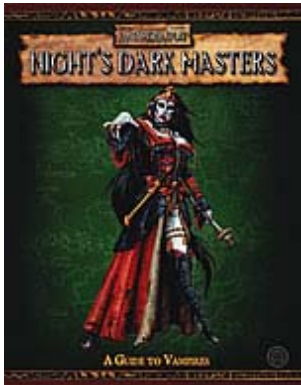


solid cast model, and comes with a square plastic slotta base and a Warlord data card. The detail on this figure is pretty cool as the equipment on his belt and in his hands is not the normal kind of stuff you find on models made for miniature table top wargames. It even looks like he is unraveling a roll of bandages in his hands. He obviously does not have any weak points on him, nor does he have any problem staying upright on any normal surfaces. He is also ready for painting right out of the blister as there are no mold lines or hints of flash on him at all that I could find. This is a very clean and very unique model.

This somewhat androgynous elf could serve as a male or female character outside of Warlord or would do well in any tabletop wargame featuring wood elves. He (I'll call it a he to keep from switching back and forth between pronouns) is wearing cloth and leather armor and has a quiver full of arrows and a sword on the back of his belt. A bow is held in his left hand, a separate piece, and he appears to have just shot an arrow. The joint where the wrist meets up with the arm might be better off pinned but it's a fairly small meeting place. The mold line on the bow was more visible than on the figure itself, but part of the visible mold line ran down one cheek and was a bit tough to clean without scraping another part of the

Reviews by Mark Theurer and Clay Richmond

Game Reviews



Warhammer Fantasy Roleplay
Night's Dark Masters
Published by Black Industries
Designed and developed by Green Ronin \$34.99

This supplement for WFRP comes as a softcover full-color 144-page book that's printed on excellent paper stock. If you're familiar with the Vampire Counts army book for Warhammer Fantasy Battle you can kind of think of this book as a similar thing for WFRP. Nine chapters fill the book, which also starts off with a table of contents and ends in an index.

I can't stress enough how useful these are in gaming books and should be standard practice for all publishers.

The first chapter is kind of short and it chronicles the peasant's view and knowledge of vampires and how the educated view them. We then move into a narrative section that contains excerpts from a diary which contains more info that would be a good way to start off a campaign by giving it to your players. We then get a short chapter with a timeline of vampire history before we get into a meatier section that describes the process of changing into a vampire and the curses that are associated with it. The bloodlines are next and this chapter is one of the longest in the book. This is where you'll get the scoop on the Blood Dragons, Lahmias, Necrarchs, Strigoi, and probably the most classic of all, the Von Carsteins. Several major characters with full game profiles are presented, but you probably won't run into them early on in your vampire-chasing gaming unless your characters have already completed several careers. A short guide to Sylvania follows and then the other long-ish section of the book comes in the form of the "Rules of the Night" where you'll get specific info on using vampires in your games and also several new careers that are especially suited to the horror genre. There are rules for creating vampires which you can use for new villains or you could even drop the curse on to one of your players and have the party deal with it. Of course, their way of dealing with it could be to just kill off the new vampire in their midst but you never know. The book rounds up with a couple of pages of new monsters and then we're off to the index.

The book is probably only going to get purchased by the GM in your group, but it could serve as a good vampire sourcebook for any rpg. I would recom-

mend it's purchase if your players are all ok with traveling to Sylvania for several games worth of vampire hunting (or being hunted). If you're only planning on playing one session that happens to contain vampires then it might not be your best purchase. If, on the other hand, you want to spend many sessions there you can't go wrong.

Review by Mark Theurer



The Art of Warhammer
Published by Black Industries \$50.00

The Art of Warhammer is a compilation of the pictures and drawings that has been created over the years for the game of Warhammer. From the title, I was thinking that the book might be in the vain of the age old book *The Art of War* by Sun Tzu, and discuss the secret strategies used in the game of Warhammer. But I was reading too much into it as the book is actually full of artwork from Warhammer just like the title says (see.... Sometimes you can still judge a book by its cover).

The book has been compiled by Marc Gascoigne and Nick Kyme and includes art spanning from 1993 to 2006. It is a full sized hard bound book of 224 pages with a few pages of introduction written by Rick Priestly who is one of the original creators of Warhammer. In the introduction, Rick gives you a brief sketch of the history of the game specifically with respect to the visual imagery and the creators of the artwork that so shaped that game through the years. The works from something like nineteen artists are showcased within this awesome collection, and most of these are full color extravaganzas.

Between the introduction at the beginning, and the index of artists at the end, the artwork is not organized in any real order though you will find common themes grouped together (Dwarves for instance appear to be the primary theme from page 66 to page 89). These themes are not reflected in the short table of contents since some of these pictures sometimes have other things in them that might not be part of the primary theme. For instance in the Dwarven section I mentioned you might also have them fighting Skaven, Goblins, and Orcs.



But there are a few things that are called out in the Table of Contents. The first is four pages of World Maps (the index only says this section is two pages long, but there are actually four pages of maps. It must be a misprint.) The second short section called out is two pages containing fourteen vignettes (I must confess that I was forced to look up the meaning of vignette). And finally there are two pages of Chaos icons called out, besides that, the rest of the book falls into the general category of “Art of Warhammer”. So I guess it’s up to me to give an unofficial tour through the book. Not surprisingly, it starts with an emphasis on the Empire. Also not surprisingly, the most common foe appears to be the Orcs. Though the undead do make a showing as well. This theme takes you all the way to the world maps which start on page 32.

After the maps there is the theme of the Orc. This section seems to start off with a sub-theme for Orcs attacking fortresses, and then goes into the Orcs proper before touching on a variety of Orc specialties like Goblin hordes, Goblin Spiders, Giants, trolls, squigs and the like. You will also come across an excellent example of the progression of Warhammer art when you look at the two depictions of Azhag the Slaughterer. The picture on page 53 is a comic book style picture that has Azhag sitting on the back of a fairly small Wyvern. To be honest, this depiction of him is not overly daunting, and I imagine an experienced knight on a war steed would not be too overly matched if he were to face him. This picture was drawn in 1996. Now a decade later we have the full page drawing on page 50 where you can see at least five mounted knights beneath this monstrous and terrifying beast mounted by an Azhag that looks like a regiment of troops might be way outmatched were they to make the mistake of piquing his ire.

After the Orcs comes a short section where the theme is not overly apparent, but seems to focus on undead and the magic of necromancy, then comes the section on Dwarves that I mention earlier. Some of the Dwarven pictures are actually some of the best art in the book in my opinion. I have never been much of a Dwarven army fan, but I have to tip my hat to their art. As you might expect, you can’t have a section on Dwarves without a section on elves, and that is the section that comes next. Unfortunately for me, because I AM a fan of the Elven forces, this section is fairly short and after only ten or so pages it switches into a smattering of other Warhammer spinoffs like Fantasy

Roleplay, Warhammer Quest, and Fantasy Battle art. This part is short as well and it is followed by one of Warhammers claims to fame, the forces of Chaos.

Some of the art for Chaos is arguably some of the most memorable art (do I really mean “disturbing?”) art for the game of Warhammer. I’ve long been impressed by what these folks come up with when designing the creatures of Chaos, and the art does an excellent job revealing what lies in their deep dark minds in all its gory glory. Following Chaos comes the newer additions to the Warhammer universe beginning with the Skaven, then the Tomb Kings. It is here also that the elusive Lizardmen make a brief showing as well. The next theme has a lot of nice Bretonnian art with all the famous Bretonnian knights dressed for battle. There is a section for the wood elves, Dark elves, and Ogre Kingdoms, but here my little theory of themes really starts breaking apart as there is a smattering of everything within these final pages with artwork that didn’t fit neatly into any of the other sections.

This book is obviously a book that fantasy art fans in general and Warhammer fans in particular are going to really enjoy. The folks at the Black Library didn’t skimp on this production, and the quality of the entire book is really top of the line. If you have been playing Warhammer for more than a few years, I imagine that you will recognize at least a chunk of the artwork within these pages, and it is more than a little entertaining to page through this book revisiting all that excellent art. The book is definitely a book for the serious collector, and I don’t think any collector will be at all disappointed with what they get.

Review by Clay Richmond



Metropolis

Published by Urban Mammoth £15.00

I’ve followed the evolution that has lead up to the release of Metropolis since VOID was first released by I-Kore, but I’ll be writing this review as if I’ve had no prior knowledge of any of the systems or races/armies because there’s no telling what kind of history you have with the game. Metropolis is a unit-based sci-fi tabletop miniatures game that pits man, machine and alien against each other.

The book is printed on heavy stock paper and is illustrated with lots of full-

color artwork. The font size is large enough to be easy on the eyes and is an easy read. Metropolis uses an alternate activation sequence each turn where you will activate and complete the actions of one unit (or support team, command unit, etc...) and then your opponent will do the same and then it will become your turn to act again and this will go back and forth until all units have been activated and then the alternative activation starts over again. Who goes first each turn is as likely as not to change hands so you might get caught out there in the wind or you might get to activate a unit twice in a row (at the end of one game turn and right at the beginning of another) and really put the screws to your opponent.

Basically your guys can do one of two things each turn. They can be put into over-watch and wait for an opposing unit to do something that they can react to. There are some restrictions to this as you cannot go into over-watch when in base-to-base contact with enemies and if enemies are in short range you cannot either. Using over-watch is like units being in a more passive or static mode that gives up pressing the attack and acting in favor of being able to be more reactionary. The other option is to be more dynamic and choose to Move / Shoot / Assault. You can end up moving, shooting, and assaulting the enemy all in one turn if everyone is in the right place on the board, but don't expect all of these to take place until you've closed in on your foes.

The game uses exclusively d10 to resolve actions like shooting, close combat, morale and more. All of the game mechanics are easy to follow and play with. The units act, well like a unit, and you'll have them performing actions in concert with the rest of their squad mates. This is not out of the ordinary for games that focus on units (mass combat) rather than individuals (skirmish). Coherency rules will keep members close to one another and units will primarily shoot at the closest unengaged enemy that they can draw a line-of-sight to. They can shoot at more distant targets but will have to pass a command check to do so. If they fail this test they'll lose their shooting for the turn so it's not always worth the risk. The basic shooting, damage, and morale rules are easy to use and you'll be comparing one stat to another and then consulting a chart to see the target number that you'll need to roll for a success. For shooting it will be just your SHooting stat, modified by cover, to get your "to hit" number. If you hit you then compare the target's Toughness to your weapon's DAMage to get the "to wound" number. All easy enough and after a few games you'll likely have the tables memorized. One thing that I left out of the examples above is what I like the most about the game and the model stats. This is the CALibre rating. This rating describes the quality of your troops and ranges from 0 (troops right out of basic training) to 3 (hard-core fighters that have survived many battles). In shooting combat it's easier

for a higher calibre model to hit one of a lower calibre. It helps morale checks and close combat too. Calibre also affects the cost of your troops and makes for some extra number crunching and building choices when putting together your army. As an example, in the Viridian army list you have Colonial Marines and you can buy them as CAL0, CAL1 or CAL2 so you can have a unit of newbies that are right out of training or a squad of battle-hardened veterans that have not moved out of the ranks of marines. The Shock Marines can be bought up to CAL3 but there are no CAL0 guys in their ranks as it's a job that you have to move into and don't just get tossed in there after crawling under some razor-wire in basic training. This is something that I really like in the game and while it can be looked at as an added complexity It's an excellent way to differentiate troops and army lists from one another.

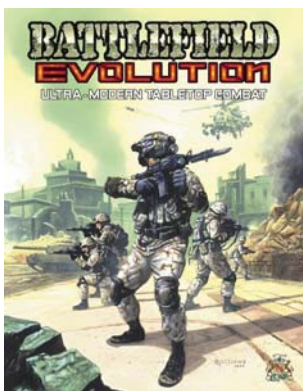
A little over 40 pages of the book are dedicated to army lists for the seven races/armies in the game. Each one is given a short intro, a listing of available units and then any race-specific rules regarding building your force before getting into the actual army lists and stats for troops. Each army has between 10-15 entries that range from core units to command troops. I have no doubt that army books will be released that will expand on the fluff for each one and also bolster their forces with new troops and abilities. The only thing that I'd have liked to have seen more of in this section are pictures. The book has lots of great artwork and it's labeled so you can easily identify it but I'd also, or maybe even rather, liked to have seen a picture of each entry in the army list next to its listing.

The Gladiators are a brutal militaristic force that's really a close-up and personal army specializing in hand-to-hand combat and close assaults. The Junkers are similar to the Gladiators but seem to be a bit more organized and somewhat more technologically minded than the Gladiators. The Syntha are a blend of man and machine with troops ranging from cyborgs to straight AI. Hi-tech rules the day and while they have hand-to-hand troops expect lots of shooty bits with them. Clay will be building and playing a Syntha army in our upcoming army construction/painting article and a later battle report. The Triads are a very colorful Asian-influenced army that looks like it might be the most fun and challenging to paint for the game. VASA is sort of like a cross between a UN-like policing body, that actually enforces resolutions with combat actions, a customs service, and a taxing entity that just happens to have a massive military. The VASA artwork has a real Russian feel to it. Ah, capitalists! No wonder I went with the Viridians as my army to build/paint and play with. Highly trained troops that would rather overwhelm enemies with superior firepower instead of slogging it out in wars of attrition sounds

good to me. We round things out with the Koralon who are an alien race with fast-moving troops that want to get into close combat with the enemy as quickly as possible and troops that are meant to catch bullets so others can get to their target are not uncommon. Definitely a swarm army here. Of the seven armies five of them are human, but there's a flavor, appearance and play difference between them to keep them from just being humans in different colored clothing.

An armory follows which gives you full stats and descriptions of the weapons in the game. Templates, which you'll want to make color photocopies of on cardstock, roster sheets, counters, and quick reference sheets round out the book. If you're a fan of the Urban War game then jumping into Metropolis will be a simple step up from what you're already doing. It will mostly be a transition from a skirmish game to one of more massed combat. For those that might be jumping into it from outside the universe of Urban Mammoth games I think you'll find it familiar to other games of its type but also with some nice additions of its own. I generally like d10's over d6's when you're tossing out just one die to determine a result because it allows for more modifiers and a greater range of results. I also really like the CALibre rating of troops because every unit of troops of a given type doesn't need to be a carbon-copy of each other. Definitely worth a look and an expanding and evolving range of figures for each army should help them stand out from the previous VOID figures and others on the market.

Review by Mark Theurer



Battlefield Evolution

Published by Mongoose Publishing \$24.95

Battlefield Evolution is a rulebook for the game the book takes its name from. The book is a full sized hard bound book of 96 pages. It is a full color book filled from cover to cover with color pictures, artwork and diagrams printed on high quality pages. The models with the game come with the quick start rules and these are sufficient to start playing, but these rules presented in this book go into more depth and even better, gives you the “More Advanced

Rules”, force descriptions, scenarios, rules for campaigns, and even some terrain making guidelines that I personally found very intriguing. The designer of the game is Matthew Sprange, and edited by Richard Ford. The cover art is by Chris Quilliams, and the book is published by Mongoose Publishing.

The game is a miniatures table top war game based on real world armies of the near future (a humorous point being that this directly contradicts the CYA statement under the credits on the first page that says “Any similarity to actual people, organization, places or event is purely coincidental.”). The Forces represented (so far) in the game are the British based EFTF (European Federation Task Force), the American USMC (United States Marine Corps), the MEA (Middle Eastern Alliance), and the PLA (People's Liberation Army). The game is scalable with squad on squad games being on the small end, and armies (comprised of hundreds of models) of combined forces being possible in the big games. Ground troops, armored vehicles, air support, and distant artillery can all be included in the game. Battlefield Evolution retails for \$24.95 USD.

The first thing I have to say is that this is probably the easiest set of rules I have even had the pleasure to read. The game system is intentionally simple with the focus being on making the game fast moving and easy to play. You can very easily read the entire set of rules in an hour or so and immediately get down to playing that same day. The rules are only 30 pages long, and easily half of this is absorbed in pictures, diagrams and the like. The rules are written in very understandable and reader friendly terms, so gamers of all ages will find the rules easy to take in.

For veteran gamers, it will become quickly apparent that this game concentrates on the “squad” rather than the individual and the rules are written to emphasize squad tactics, and pretty much completely take out of the game the “hero character” aspect. In fact a concept they introduce is a concept I have not seen in a long time and that is the “fire zone”. Essentially this is a zone where the squad is concentrating its fire and shooting at targets outside this fire zone is prohibited. This can lead to situations where a squad member will not be able to fire even if it sees a target. In one way this may seem odd, but in another, I think that it probably more accurately reflects the real world tactics of a squad in the field.

Another aspect of the game that really changes the flow of a game is “Reactions”. This is a concept that allows a player to respond to visible actions of an opponent during the opponent's turn. There are of course restrictions to what a squad can do during Reactions, but, what they can do is enough to make a player must take moving in plain site of the enemy very seriously (gee, you think that might translate to real life battle too?). After the basic rules, there are four more pages of “More Advanced Rules”. Here is where things like aerial deployment, artillery support, mines and things like

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that can be included. These rules are again, not difficult to understand or implement, in fact if you are at all comfortable with games of this sort, using the advanced rules in your first games is not out of the question.

Following the advanced rules there about four pages dedicated to each of the four factions represented in the game. In these pages you get a little background of the forces, and a bit of their strengths and weaknesses. The allowable formations are also detailed here, but interestingly enough, what is not here are the statistics of the various units available. These I guess you have to be get with the unit cards that come with the models themselves. After the forces are detailed, there are more than a dozen pages of the different suggested scenarios for the game, with twelve different scenarios discussed and detailed. I consider this to be one of the better parts of the book, with these scenarios being well developed and very appropriate for the game and the genre. These scenarios are then followed by campaign rules that of course give you a very good way to use and mix up the scenarios.

Something you don't always see in a rule book are the next two sections. First you have a section giving you instructions on how to build buildings that look very middle eastern, again, very appropriate for the game. The second section is a battle report between the British and the USMC using one of the scenarios which should help you in seeing the flow of the game and perhaps clearing up any differences in interpretations of the rules. The book ends with an index, and a few sample campaign maps (there is a sample map that can be used for a two player campaign, one for a three and another for a four player campaign. How to use them is detailed in the campaign rules.

This book is a very inexpensive way to get into a new game. Put that together with the fact that the pieces are all pre-assemble and pre-painted means that you can quickly get into a game with almost no time investment (something that you can't always say about new miniature war games). I'm looking forward to giving this game a try, it looks like it should be a lot of fun and will definitely be a fast moving game.

Review by Clay Richmond

Mayhem Police Department \$15.00
Published by WorldWorks Games
Designed by Matt Lyons

Mayhem PD is the latest modern terrain kit to be released by World Works Games and is also the largest of the modern line of kits. Well, that's not en-



tirely true. The warehouse that is seen in this issue's battle report takes up a 14" x 14" footprint and the police station could easily take up more, or less, space depending on how you choose to lay it out and you'll want to break out some graph paper and create a plan before you print out anything.

The flooring (carpet, concrete and stone) come in the expected grid and non-grid formats except for the stone which is only gridded, but these come in 6" x 6" and 3" x 6" sections instead of the 7" squares of the other modern pieces. No matter what layout you ultimately decide on you'll want to make sure that you put grass or concrete (also included in this kit) around the edges of the building to get it to fit with the rest of your WWG terrain. My police station wasn't ready to play with for the current battle report, but you can expect it to take up more room than the warehouse (man, these grand plans get me into trouble sometimes) and it will definitely appear as part of a battle report in the future.





Once you have your floor plan down on paper you can start printing, cutting and gluing like with other kits. The base parts of your building will be 6" x 6" rooms and 3" x 6" hallways but you can easily make rooms bigger and hallways wider if you like. Since everything is essentially a square or rectangle it really turns

out to be one of the easier kits to build. There's a lot of gluing the interior side of a wall to the exterior side, but there's lots of long, straight cuts so you won't be slaving away trying to nick out little pieces of cardstock like when making tires. The kit-bashing possibilities are endless if you combine this set with the building exteriors found in Mayhem Downtown.

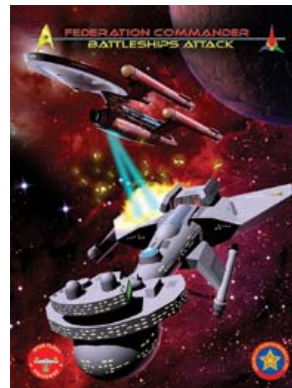
Once the building is done you'll probably want to stock it with props. You get a set for the interior and the exterior. The interior set gives you twelve pages of stuff, and more stuff, and even more stuff. It ranges from pictures to hand on the walls, to fire escape routes, to motivational posters (these are obviously the easiest to put into your building) to bunks and toilets for the jail cells to desks, bookshelves, coffee machines, typewriters (who uses those anymore?), copy machines, lockers and gun racks and stairs if you want to make your PD a multi-story building. For the outside you'll find spotlights, air conditioning units, a radio tower and some decorative entrance pieces.

Then we finish things off with several vehicles. There's a SWAT van, a police cruiser (including a burning version), an unmarked car, a SWAT APC, a motorcycle (a single printed page will get you four bikes) and finally a helicopter. Vehicles are not my favorite thing to build, but the SWAT van and APC will be the easiest of the bunch to get on the game table.

With a little Photoshop work of your own you can easily turn the components of this set into any type of building that you like and even on its own it's a wonderful addition to the growing line of modern kits, which are my favorite, from WWG.

Review by Mark Theurer

Federation Commander: Battleships Attack \$29.95 Published by Amarillo Design Bureau



As I am a big fan of Federation Commander system, I was tickled pink when our beloved editor [Brian's just kidding up because he bailed on our Resolution game because of a slight case of the Black Plague.] asked me to review the newest expansion for the game, Federation Commander: Battleships Attack. Now, we get to see how the big boys hold up in a crisis situation.

Battleships Attack is like all other products in the Attack series, it is a folio expansion, not a boxed item. Included are a sixteen-page booklet of rules, scenarios and ships. The new rules have to do with various sizes of asteroids and comets. Updated rules for High Energy Turns and Die Roll Modifiers are included. There are brief descriptions of all the new heavy hitters for each faction: battleships, heavy dreadnoughts, and light raiding dreadnoughts. Those battleships are some mean motor scooters. Also included are eight double-sided, double-sized ship cards. This is half as many ship cards as are found in other Attack series products, but these are twice as big. The size is needed because these bad boys have a lot of energy, systems, and weapons. You wouldn't be able to see the text if all that information was crammed onto a normal size card. There is also a counter sheet with 40 one-inch and 108 half-inch die cut counters in full color. Lastly, there are two new double-sided, hard mounted map panels featuring asteroid fields. That's a lot of stuff packed into a small package.

As with all items in the Federation Commander game line Battleships Attack has a full color cover showing a Federation battlewagon firing phasers at a Klingon B10. Any product cover where a Federation ship is not getting pummeled is unusual. The quality of this product is on par with everything else that has previously been released for this game system (I should know, I have all of it). The booklet with the information on ships, rules, and scenarios is

nice, simple, and unassuming. It's a folded stapled folio 16 black and white pages. I'm ok with this approach as it keeps costs down and allows for extra expenditure on the counters. Since I mentioned the counters I'll head there next. They are quite lovely. The quality of all of the cardboard squares for Federation Commander are light years ahead of the ones made for Star Fleet Battles all those many years ago. I especially like the counters for the comet. Yes, I used the plural form of counter. The comet can be five counters long. This allows for frozen ice balls of various sizes. The comet counters are of the one-inch variety. No half-inch variety was included. There are plenty of ship counters of both the one-inch and half-inch variety. There are also more counters for plasma torpedoes, drones, and shuttles. A lot of the counters are for ships that will appear in the three booster packs that will accompany Battleships Attack. The ship cards are full color and very pretty. Don't be fooled by some of the point costs. The Federation battleship is the cheapest of all these heavy hitters, but it has eight forward-firing photon torpedo launchers. That's nothing to sneeze at or be on the receiving end of. The Seltorians did not get a battleship, but a "battlewagon". This thing is a converted freighter with scads of phaser-1s all over it. It's a brute. Speaking of brutes, nothing will out-brute a starbase. This nice thing about this "ship" is that it is customizable for any race. Whatever types of death dealers each particular race gets their jollies from will fill the weapon sections (46 of them). The starbase has a point value of 600! If you're not familiar with this game, that's a lot of points.

In this humble fan boy's opinion Federation Commander: Battleships Attack is a good value any way you look at it. You get big ships with lots of big guns with which to brutalize any opponent. Imagine the look of dismay on your buddy's face when you launch to type R plasma torpedoes at him from your Romulan King Condor. He might actually start to cry. A MSRP of \$29.95 is a fair price to pay for that kind of satisfaction. Grab a big starship and a friend for the ultimate is Star Trek-y fun and mayhem.

Review by Brian Ahrens

I got my hands on the latest army releases for Battleground: Fantasy Warfare and will be sharing my thoughts about them below.

Battleground: Fantasy Warfare, Lizardmen Starter and Reinforcements Decks \$14.95 each Published by Your Move Games

First up are the Lizardmen. I'm very glad to see that the armies are being ex-



panded into areas that might not be your regular staple of fantasy races. In the Lizardmen starter pack you get an updated rulebook, version 2.2, along with a 30-card command deck, two reference cards and 18 unit cards. The rulebook is still very easy to read and has many diagrams to make things clear. For a card-sized book (the same as you get with many CCG's, but this isn't a collectible game) it has a very decent font size that's easy on the eyes.

Looking through the unit card you'll immediately see that it's not just lizardmen that we're talking about here. I absolutely love that YMG has combined dinosaurs along with lizardmen and also expanded on this cold-blooded race. Hatchlings are baby dinosaurs that are not tough but they can frenzy on you. Their older mates are found in Raptor Packs, which are tougher and faster. Swarmlings (warriors and bowmen) are your more typical lizardmen and Troglodytes (warriors and spearmen) are larger and tougher. The Tyrants are even larger than the trogs, but you get fewer of them to put on the field. The really special units in the starter deck are a single Triceratops Herd that has a huge number of damage points and very thick armor, as you'd expect, and two cards of Ancients. These guys are massive, easily three times taller than a man, bi-pedal lizardmen with lots of spikey bits and a ton of damage points and armor to match.

There are a couple of things to consider when running a Lizardman army. First, a lot of your army has the Blood Frenzy ability which is a great bonus when fighting an enemy unit that's not in the green section of their damage track. Second, as cool as the Triceratops Herd is (and it is!) it's a bit unwieldy on the field of battle. The five (two of each) special command cards for the Lizardmen are things like Regeneration and Cold-Blooded which are well-suited to the army.

In the reinforcements deck you get another 60 cards, all of them being more troops. You get either 3 (Ancients, Raptor Packs, Triceratops Herd, Trog

Spearment), 4 (Swarmling Bowmen, Swarmling Warriors, Tyrant Warriors, Tyrant Spearment) or 5 (Hatchlings, Trog Warriors) of the basic troops that you found in the starter deck, but there are also (as in the other reinforcement) two special units that are not found in the starters. Here you get Troglodyte Bowmen which are quite capable fighters and a ranged attack that goes out to 14" and the unit that just made this my absolute army of choice and that's a T-Rex! You get three of these monsters and each takes up two cards worth of space. The front card is the head/body and the back is the legs/tail. It has a monstrous (15) number of damage squares and suitably brutal in close combat. It's also quite hard to control and can only be given Close orders to head into enemy units as fast as possible and turn them into a battlefield snack.

The Lizardmen strike me as a blunt instrument type of army, but one that you might not be able to control as well as you might want. Looks like it will be very fun to play, especially when my T-Rex charges into a mass of little men and starts chewing on them. Look for them to make an appearance in an upcoming battle report here in FR.

Battleground: Fantasy Warfare, Umenzi Tribesmen Starter and Reinforcements Decks \$14.95 each
Published by Your Move Games



Magic is introduced with the Umenzi Tribesmen army for Battleground. More on that in a minute, first up for us to look at are the units themselves. You're going to end up with lots of units with a Defense Skill higher than your Toughness so you might be harder to hit but won't be able to take a shot as well as more heavily armored units. With the Javelineers and Atlatlmen you get some short and medium range missile troops and, in general, your melee prowess is pretty darn good so getting the first shots in will definitely be to your advantage. You also get several units

that give bonuses to your other unit's Courage, thereby potentially keeping them in the fight longer.

In addition to the various "normal" units you get one card of Berserkers (brutal fighters that must always be given the Close order and automatically pass all Courage checks) and two spellcasting units. They will cast spells like Hex (giving a slight negative in combat to an enemy unit), Bless (same as hex, but good for one of your units), Heal, and Death Curse (which damages the caster and the target unit). There's also a special army ability called Faith Armor that negates the next point of damage to a friendly unit. The special command cards for the Umenzi are things called "Devotions" that can bolster courage, transfer damage to other friendly units, cause damage to an enemy when they hurt you. Basically, stuff that will make your opponent irritated and could be the thing late in the game to turn the tide in your favor.

Ok, you know that in the reinforcement deck you'll get an advanced rulebook, which is also available as a download from the YMG website (www.yourmovegames.com) plenty of extra units (lots and lots of Berserkers!) that you got in the starter, but there's also the two special new units that that aren't in the starter. The Possessed are competent fighters that get a massive Courage bonus when in range of a Shaman or High Priest that's not routing. However, they suffer in that they cannot benefit from certain Umenzi spells and you cannot play command cards when they are attacking or defending. Then you get three Giant War Elephants. These are colossal units like the T-Rex for the Lizardmen but they can take a bit more of a beating (16 damage squares) and have riders that can also attack. The Umenzi Tribesmen seem to be a finesse army that requires good strategy and a steady hand to see it through to the end of the game. The spells add magic to the game, which is a welcome addition, but keep it as a unique feature of this new army.

Reviews by Mark Theurer



Battleground: Fantasy Warfare Terrain Pack
Produced by Your Move Games

This Terrain Pack retails for \$14.95 and is put out primarily for *Battleground*, *Fantasy Warfare*, both are products of Your Move Games. *Battleground*, *Fantasy Warfare* is a miniature war game that uses cards instead of miniatures, and this Terrain Pack simulate the terrain that would be suitable for such a game. There are two 18" x 30" laminated sheets of cardstock folded up into 9"x10" rectangles. From these you can cut out the large variety of different terrain features, and as an added bonus, everything is double sided

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with the opposite side being different terrain features but being the same shape for convenience. The types of terrain features includes rivers, roads, rocky areas, forested area, low shrubs, grassy plains, lakes swamps, hedges, fences walls and more, even some rudimentary stake palisades. The Terrain Pack could feasibly used for most any table top game and provides a quick and easy (not even to mention that it is much less painless to build and maintain and store) way to populate a table with terrain. The quality of the card stock will insure that if treated right, these terrain pieces will last for quite a while and there are small enough to keep in small notebook. With a single Terrain Pack you can easy take care of covering anywhere from a 4'x4' table to a 4'x8' table depending on the density of terrain that you want. These are very nicely done, and will add a lot to your *Battleground*, *Fantasy Warfare* games as well as to give you a quick and easy way to set up and clean up other table top games.

Review by Clay Richmond



Star Fleet Battle Force \$22.95

Produced by Amarillo Design Bureau

Star Fleet Battle Force is a space combat card game based on the ever popular Star Trek Universe, and more specifically, "The Original Series". The game contains Yellow backed "Order Cards", 36 Blue backed "Ship Cards" (including six ships from each of the Federation, Klingon, Romulan, Gorn, Kzinti, and three ships from each of the Orion and Tholian), and 110 Red backed "Action Cards". There are also 49 small red plastic markers, and two six sided dice. As for rules, there is a 32 page rule book, a two-sided quick reference card for the phases of a turn and the phases in combat, and finally a larger quick reference card that gives you the summary of attack and de-

fense options, sequence of play, sequence of attack, and the fighter attack steps. The game retails for \$22.95.

As mentioned above, the rulebook is 32 pages long, and in my opinion, that is almost to the point of being intimidating for a card game. But that turns out to be a little misleading, because in reality only about half of these pages actually contain rules that you need to play the game, and even less if you are starting with the basic game as they suggest. Much of the other space is dedicated to things like Special Combat Cases, Special Rules for the Advanced game (including cool things like Cloak and Tholian Web rules) a list of all the

Action cards and brief descriptions of each, Solitaire rules, some thoughts on tactics, optional rules, designer notes and finally a couple pages describing words and technologies common to the Star Fleet universe that might not be so common to those unfamiliar with that particular setting (if you think a Tractor Beam describes the headlights on a John Deer, you fall into this category). A nice surprise I found to this game is that you can play with anywhere from solitaire to 6 players without needing to go and buy some sort of expansion set. There are special rules for the solitaire game, and suggestions for games with 5 or 6 players, but still, I'm thinking that the dynamics of games that big should make for some real interesting times (to quote Highlander... there can be only one).

The rules are written in such a way as to intersperse the Advance game rules with the Basic game rules. At first I found this a bit distracting, but I have to admit, it does allow you to look up all the possible rules that cover a particular issue more quickly. It also allows you to incrementally move into the advanced game if doing it in a single leap is too daunting, or if there are things from the Basic game that you prefer to keep.

The basic flow of the game is that each player starts with a variety of ships that he commands outfitted with the appropriate weapons (all marked on the cards for you). How you fight your ships depends on the cards you hold in your hands, and the tactics that you use. The tactics you employ will have to molded around the cards you hold as they determine what you can do to attack, defend, and to surprise your opponents. In the larger games, battlefield negotiations, alliances, betrayals and such just might start to play a role as well.

This game is a very intrigue mix of rules that simplify miniature space based games while maintaining a level of detail that preserves the flavor and excitement of the Star Fleet universe. Most any form of attack and defense you are familiar from the TV shows are mostly represented here (okay, the planet killer is luckily not here...yet), and if you were (are) not a die hard fan, then you will most likely find some forms of technology or possibly even some races that employ them, that you have not heard of. The game is definitely a game that will grow with as you start with the basic game, move into the advanced game, and then experiment with suggested optional rules. You will have to play the game a whole lot before you will, if ever, outgrow it.

Review by Clay Richmond

Battle Report



Ok, here we are for another round of Rezolution sci-fi butt-kicking. This was originally slated to be a 4-player game, but Brian and his CSO are battling a nasty virus and he's nursing himself back to health. So, we're down to my APAC, Clay's Dravani and Rodney's Ronin. We met Rodney on the Rezolution forums and found that he lives close so we invited him to come play with us.

For this battle report we tried to pull out all of the stops and use big armies and also ended up with many special rules that are not part of the regular Rezolution rule set. The scene was a large section of a city where zombies are running around eating people and there are civilians present that could not get out on their own. Each faction has their own reasons for trying to save them, but they are a key mechanism for earning victory points. There are also twelve shipping crates located throughout various buildings in the city, with almost half of them being inside the large warehouse in the center of the board. These contain either nothing, loot, or one has rather nasty bomb inside that goes off when you open the crate. Here are all the special rules that we used. We resolved all of them before the REP rolls during the Control Phase each turn.

Vehicles: 6"+d6" per turn for their movement. Vehicles will follow the road that they are on until there is a decision to make at an intersection. Then, it's a random roll to see which path they take. Vehicles will stay in the respective lane they are in when making turns and will not switch lanes while driving. NPC vehicles will not swerve to get out of the way of people or zombies in the street. If the vehicle has enough speed to touch the base of a model then you get hit. If you're hit you can make a SAG test against the vehicle's current speed in inches. If you win then the model is moved to the closest position that's not hit by the vehicle. If this puts you on an existing vehicle then you take the original hit instead of moving. If you get hit you take damage equal to the speed of the vehicle, with no Penetration, but armor does help you. When a vehicle leaves the board it goes on the side (off table) and every

turn there is a 50% chance of it (or just pretend it's a new driver) coming on via a random entry point. There are six entry/exit points on the table.

Zombies: The game starts with four groups, of five zombies each, already wandering around the city. If any group member gets within 4" of another zombie the groups combine into a larger pack. Standard toxic zombie profile for the zombies. They will move towards visible civilians or faction members, but if they can't see anyone they just wander in a random direction. Zombies were not deployed in anyone's deployment zone but did have LOS to lots of people at the start of the game.

Police: They arrive on a d6 result of 8+. The roll is modified by the current turn number. They all arrive in police cars from one of six main roadways on the sides of the game board. They travel 6"+2d6" onto the board and then automatically disembark from their patrol vehicles as their move action for their first turn on the board. They WILL swerve around civilians, other vehicles, and faction models, but will run down zombies as they come on the board. They will automatically shoot any zombies within LOS and range. If any faction has harmed civilians at any time during the game this information has been reported to the Police and their shooting will be split by the group between visible zombies and factions that have been determined to be "criminals". During subsequent turns they will move towards the greatest concentration of zombies or visible criminals to try to put down the threat. Once they hit the board and disembark from their vehicles they don't get back in them. Police officers will always stay within 4" of each other.

Police Stats

Sergeant

MVE	RCA	CCA	SAG	BDY	NRV
5	3	3	2	3	4

Officer

MVE	RCA	CCA	SAG	BDY	NRV
5	2	2	2	3	3

They are all armed WYSIWIG with either a 9mm pistol, shotgun or assault rifle. They all have ARMor 1 and a Damage Track of O O O -1 -2 D.

Civilians: They start the game in groups of 4 inside buildings. They will move towards police as long as one member of the civilian group can see an

officer. If they can see zombies they will move away from them as a group. If they cannot see any zombies, or can see more than one group, they will move in a random direction even if that takes them closer to a group of zombies. When panic takes over they're liable to do silly things that might get them killed. Civilians within 4" of a police officer will begin following that officer from now on to try to stay safe. Civilians don't test for morale as they are either considered "following", "seeking" or pretty much always in a state of fleeing. Civilians will not attack in any way, but will defend themselves in hth combat. Faction individuals or unit leaders can also give directions to civilians if they are within 4" of one member of a civilian group. The turn after getting within range the faction player declares a table edge for them to run towards. Each civilian that gets off the board is worth 2 VP for the faction player that sent them. Of course, they can be intercepted by zombies that want to eat them or other faction players that can give them an order of their own. You can also shoot civilians in an attempt to keep your opponents from getting VPs but that gets you -1 VP per civilian killed and also brands you as a criminal.

Civilian Stats

All of them

MVE	RCA	CCA	SAG	BDY	NRV
4	1	1	1	2	1

They have no weapons, an ARMor of 0 and a Damage Track of O -2 D.

Train: The train will arrive on the street-level tracks on the same type roll as the police. Both cars will arrive from a randomly determined track side and will pull all the way up to the station unless there is a vehicle on the tracks. In that case it will stop in front of the vehicle and continue to the station on the next turn. Anyone else in the way is run over in the same manner as with the cars for getting flattened. The speed of the train is considered to be 21". Hope you're not on the tracks when it gets here! Each car contains 5 zombies that move as groups and get out of the train to enter play on the turn they get to the station. The train cars stay in the station after arriving.

Hard-Points: There are four on the board, three regular and one phone booth like in The Matrix. All work the same. When initially jacking in, or logging

back in if you get disconnected, roll a d6 for the system (1=Passive, 2-4=Neutral, 5-6=Aggressive) type. Since there are only four hard-points there can only be four hackers on the grid at any one time.

Shipping Crates: Twelve crates were randomly dropped into various buildings before deployment. They contain either nothing, loot (guns, gold, a hostage, etc...) or a bomb. There is only one bomb but when it goes off it's a 10" blast with 10d6 damage and P2. If you are on the other side of a wall when it goes off you get +2 to your armor but walls do not stop the blast. It's a big-badda-boom! It takes either an action to open a crate or you can forfeit 1" of regular movement to open one. You cannot run and still open a crate on the same turn. Once you open it you get the VPs, if there's loot inside, even if the model doing so gets killed later on.

Victory Points: Everyone scores victory points as follows...

- +2 per civilian that you direct off board and they actually get there
- 1 per civilian that you kill
- +1 for each turn you have a Hacker connected to the grid
- +1 for each full 100 points of enemy figures that you kill
- +0 for zombies killed (they are just there to mess with us)
- 3 per police officer that you kill
- +0 for opening an empty shipping crate
- +2 for opening a shipping crate that contains loot or a hostage

Pre-Game Thoughts

Rodney: I have to admit that I'm very excited about playing such a large scale battle. The largest I've played yet and with 2 other factions involved. On one hand I'm a bit tentative because this will be my first time to play against the Dravani. Since both the APAC and Dravani are close to medium range groups I plan to keep some distance and send a lot of lead down-range. My crew is composed of 1 Maven, 1 Second, 8 Shootists, 2 Ghosts, 2 Bricks, 3 Fists, 2 Espers, and 2 Fiddlers (each with 3 bomb bots).

Once I learned that the CSO were out of this fight I considered the Combat Shotgun for my Maven, but decided to stay with the Dual Smart Pistols. I want to keep him close enough to provide some leadership, but I'm afraid that using a shotgun will force him to close with the enemy and he'll get quickly overrun. For my Second, I've decided to equip her with the Pulse Gun in the hopes of getting some stuns and extra penetration on bots and cyborgs. Even though I plan to activate all my Ronin as individuals, I still plan to start the action in two groups with the Maven leading one group and the Second lead-





ing the other half.

The hardest part from this point was deciding how many Shootist and fists I wanted to use. I ended up going with 3 Fists. I will have them all sticking close together in the hopes that they will be able to gang up on opponents and give each other close combat bonuses. Also, I wasn't sure if we would have to open any doors in this scenario, but just in case I figure a Fist has a better chance of surviving a Toxic Zombie ambush. That gave me the opportunity to field 8 Shootists. I said part of my initial strategy was to send a lot of lead down-range and these folks are where a lot of it will come from. I'm equipping all 8 with Dual Smart Pistols and will try my best to keep my distance while making use of their maneuverability.

Next I have 2 Ghosts for the hacking. If I can get both on the grid, I will, and hopefully do some downloading and brain-frying. If not, then I'll hold one back while the other works. If he goes down then the other should be able to move up and take over where the other one left off. Sticking with pairs, I also have 2 Espers. I plan to put one with the Maven and one with the Second. At

first I want to use their Jaunt ability to get some good positioning and hopefully some cargo for some quick VPs. That will really depend on where I start on the battlefield and how everything is laid out. Their secondary goal is to disrupt the other crews as much as possible. We'll see how that goes!

Two Bricks are also added to the mix. I want to have one forward with the Launcher trying to catch the other crews clustering, this should also be handy for zombies. The other Brick I'm giving a Mini-Gun. My goal is to put him in a position to cover any of my crew that should need to pull back if things get too hairy. I haven't had an incredible amount of luck with the min-gun, but I'm guessing my luck has to change at some point so I just keep giving it a whirl.

This is my first time trying out Fiddlers and, of course, I painted up two! When I heard there were going to be Toxic Zombie hordes I just knew I wanted to drive some bomb bots into the middle of them. The visual of Toxic Zombie parts flying everywhere just gets me tickled so I tossed in 6 bomb bots. They're not just for zombies though, if I see a good opportunity to take out some figures in another crew you can bet I'll give it a try. I'm equipping both of my Fiddlers with Flamethrowers so that I can barbeque some Dravani if they become too much of a hassle.

So that's the crew. I'm going for firepower and maneuverability with my large number of activations. I have a tendency to be over-cautious when I play new opponents, so I have to make sure I play a bit more aggressive. Since this is about grabbing VP's I could get myself behind in points real quick if I hang back too much. So, as long as I make sure to always keep the figures supporting each other I should do pretty well.

Mark: Even though we don't have four factions on the board (with Brian at home riding the porcelain express or trying to keep whatever flesh-eating bacteria he has at bay) I think that we'll still have our hands plenty full with the zombies. I went with what's become a pretty standard APAC force for me, but just added a bit more chrome in the way of Hitomi and two TADS. This will, however, be the first time I've used the Numb Sisters to that will be a learning experience for me. I have a feeling that they may not be as useful in



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this game because of all of the zombies and their telepathic abilities not working on dead stuff. It's also the first time for me to field the Ninjas and I'm hoping for lots of good slicing and dicing from them.

Last game the Brick armed with the missile launcher didn't impress me very much so I'm going with the mini-gun this time and have also recruited two Shootists (both are girls with guns from Foundry's Street Violence line which works wonderfully with Resolution by the way) and a Ghost to get some extra Hacking going on. I'm also bringing a Fiddler (a female from the Forsaken faction from Dark-Age games) armed with a flamethrower. Yes, that's a clicky-mech that I'm using for Hitomi. Mine is not painted yet and I really do like that mech model.

I've played against Clay and his Dravani several times now and hate those aliens as much as ever. I'm glad to have another faction on the board and will definitely try to steer Clay in Rodney's direction rather than taking him on myself. Sorry, Rodney, them's the breaks pal. As Rodney said earlier you never know the playing style of new people until you get going in the game. By then either it's a relief that they are a "normal" gamer or panic that they

are one of the "unwashed mass". Rodney is one of the good guys and I'd be happy to play with him any time. I'd like to try to leave one of my opponents alone as much as possible and only snipe at them in situations that are just too good to resist and not get into a full blown encounter with both of them at the same time. Fighting on two fronts is not something that I want to get into, but might be hard to avoid. My goal is to grab as many victory points as quickly as possible. I don't care what the source is either. That means closing in on as many shipping crates and civilians as quickly as possible and also getting on, and staying on, the grid with my hackers. I do need to be wary of opening shipping crates when lots of my own guys, or civilians, are around. If I find the bomb it could be disastrous!

Clay: For a free-for-all game like this, I normally try to build two separate battle groups that are capable of standing alone so that if I have too, I can send one face each of the armies to my sides. For the Dravani, I decided that this meant that each group should have a team of Baggers (the troop type that I have learned to build my army around), a Human Form, and a team of Vassals.

From there, I wanted to have an “Up the middle” group capable of walking down the center of the street and still make it the enemy for some meat market fun for my baggers. Last time I played I found that the Shamblers were well suited for this as they can really absorb a lot of damage before going down. So they would lead my strong group. The other group I wanted to be fast, so I of course had to throw in a team of Volkoda for them. The team designated to collect victory point were my Soulless (they could walk through the walls and easily open the crate within) and Wraith (to do all the hacking). I would have theses three operate as they saw fit, and have them concentrate on gathering VPs.

The remaining points I used to get a few individuals to round out my army. The Ferryman was well suited for the fast team with his “Bit-o-the-good-stuff” and the Brides of Lilith and Executor I thought were good additions to the “In your Face” group. This lead to the following Army separated into the intended groupings:

Strong Group:

4 Baggers, 4 Shamblers, 5Lektra Vassals, 1 Bride of Lilith, 1 Executors, 1 Dravani (Human Form)

Fast Group:

4 Baggers, 3 Volkoda, 4 Damned, 1Dravani (Human Form), 1The Ferryman

VP Group:

2 Souless, 1 Wraith

For a total of 999 Points. I was actually a bit uncomfortable with teams this small and would have preferred a couple more in each team, but with the scenario, and the 1000 point limit, I figured this would just have to do.

In the notes that follow you’ll see notations by model names like Cow Girl, Squatting, Redhead, Farmer, etc... We used nicknames to keep straight who was who when multiples appeared on the table.

Deployment

Deploying our troops proved to be a bit challenging as we were all trying to stay out of direct LOS of zombies, which was not as possible as we would have liked. We also had to deploy in a manner that would allow for quick contact with civilians that needed rescuing. Since we were playing a 6-turn





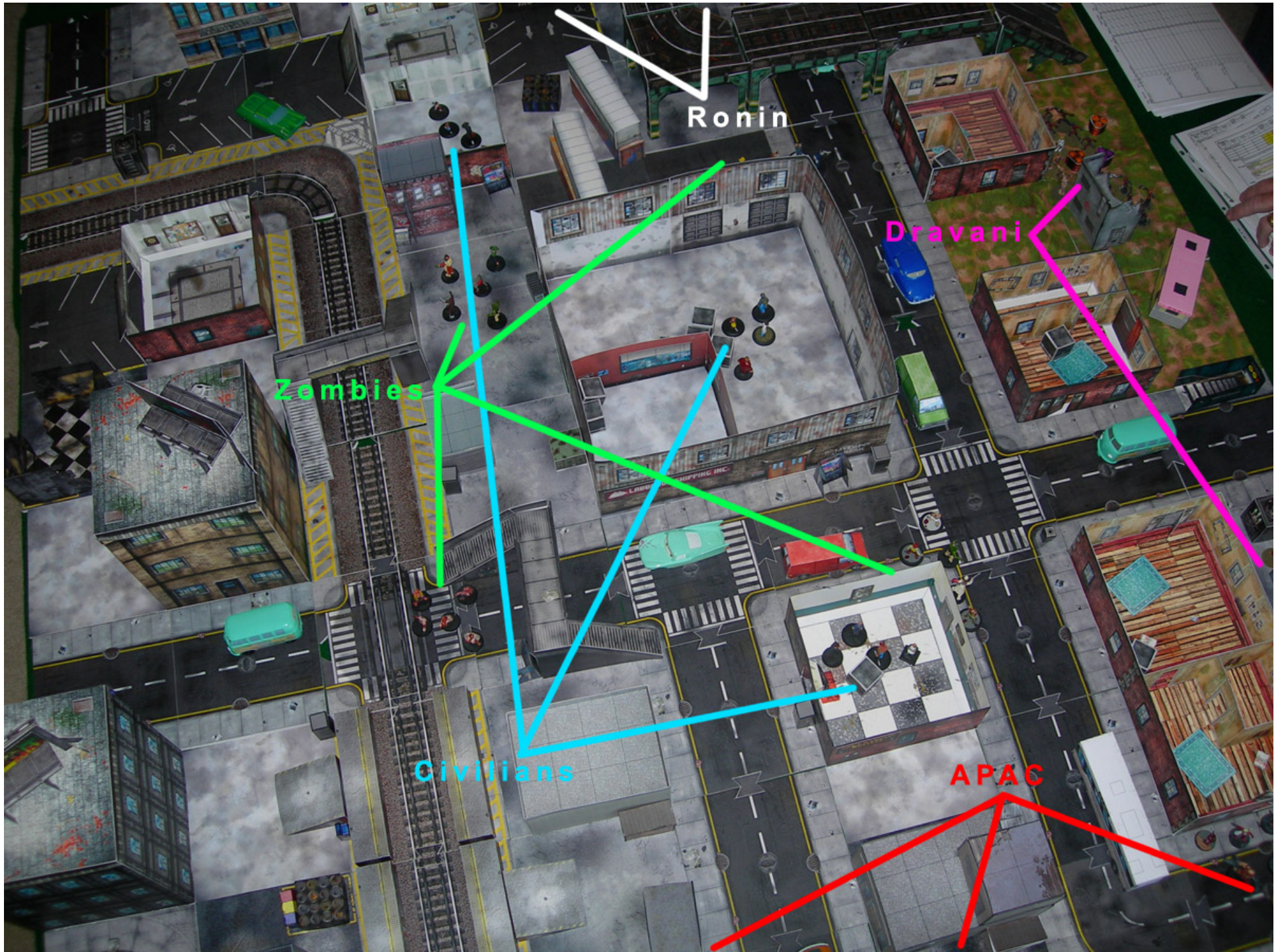
game we'd need to get to them quickly and direct them towards a table edge if they had any chance of getting off before the end of the game.

I (Mark) deployed first and set up my force in three groups behind some buildings and vehicles, knowing full well that the vehicles would be moving at the start of the first turn, which would end up exposing me to more zombies. My Enforcers, Arashi and some other characters set up by a large apartment where I could quickly grab a shipping container. Hitomi and some others started off by the deli (I could really go for a Ruben Sandwich right now, by the way) in close proximity of a gun store where some civilians were holed up. The Ninjas were over by the train platform and were hoping to quickly move into the large warehouse in the center of the board where there were civilians and a plethora of shipping crates.

The massive (the sheer number of activations that Rodney has is definitely worrying me) Ronin force deployed next and he pretty much divided his force into two groups, each with a Fiddler (and bots), a Brick, and a mix of Shootists, Fists and other characters. Both groups were pretty close to each other, one near a large building and a semi that was about to pull away and the other group pretty close to a large auto repair shop where civilians were hiding. They are the ones that just got a slice of pie from Stinky's Pizza and are grabbing a Coke and a smile before heading off into the fight.



Clay set up his Dravani in two groups that were fairly far apart. Each had a unit of Baggers, which I hate with a passion, and I was hoping to be able to nudge him more in the direction of Rodney once the game started. Yeah, I





know that Rodney's new to our gaming circle an all, but if there's a way to keep some of Clay's guys off of my back you better believe I'm going to go for it. Clay started off pretty much out of sight of everyone, including the

zombies. Right before the game started we calculated that Rodney had 50% more activations than either of us, a fact that I'm sure he would try to exploit.

Turn 1

Things started off with a rather busy control phase...

Vehicle Movement: All the vehicles took their movement (random distances remember, and turns too are randomly determined) and right off the bat we have some excitement. First, a vehicle bears down on two zombies in the middle of the street. One amazing gets out of the way in time, but the other (We called this zombie the "Farmer" zombie for identification purposes. He was wearing overalls so it seemed to fit.) is hit, though it escapes with only a single wound. On the other side of the board two cars collide, and then a third barrels into the mess making for a nice three car pile up. We also have one car the peacefully left the table top.

Zombie Actions: There are no zombies close enough to charge anyone, but there are two packs that can see the Ronin and begin their long plodding march towards them. The other two packs have nothing in view and take random movements and coincidently both head towards the APAC forces.

Police Roll: The police cannot come on the first turn, so there is no roll.

Civilian Actions: All civilians take random movements this turn and the group located inside the gun shop (in front of the APAC forces) happens to wander out the door. The other two groups meander inside the buildings they started in.

Train Roll: The train cannot come on the first turn, so there is no roll.

Other control phase items: None

Reputation roll: In a habit that will become extremely common for this game, Rodney wins the roll and designates Clay Lektra Vassals to go first. As Mark is the next player in clockwise order, he goes second and Rodney goes last by his choice. I, Mark, was overjoyed when Rodney made Clay go first because it puts me in a better position on the first turn and he got to declare which of Clay's units to activate. I was really hoping that he would do this more as the game progressed, for my own selfish reasons, of course!

Clay put together an awesome set of sheets to keep track of actions and rolls as the game progressed. For a large battle report like this they were a huge

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benefit and kept me from having to try to read my chicken-scratch writing after the game.

Clay-Lektra Vassals: Ran towards the center of the board along the side the two central building in their deployment area.

Mark-Enforcers: Mark activates his enforcers, and they run into the building on his right (between him and the Dravani) and they manage to get up to a crate but will not be able to open it until next turn. I’m trying to jump ahead in the VP race and will take any shortcut that presents themselves.

Rodney-Redhead Shootist: Rod takes the first shots in the game by moving up one of his Shootists and takes two shots at the nearest zombie. He scores two hits, but with a BDY of 6, Rod fails to cause any wounds even with a total of ten dice of damage.

Clay-Shamblers: Clay moves up the plodding Shamblers up between the

	RCA	SAG	Mods	Roll	Total	Effect
Rod	4		-1, -1	4/5	7/8	Two hits
Zombie		0		7/4	7/4	No Damage



buildings in his center, they cannot run but move faster that normal models which helps.

Mark-Hitomi: trying to get the civilians to give them their directions to flee, Mark flies his Hitomi forward and sets down next to them. They do follow directions and though it will take a few turns to get off the board they’ll give him a very nice bucket of 8 VP’s if they move off-board under his direction.

Rodney-Brick: Deciding that simple guns didn’t work last go around, Rodney takes a shot at the Zombies with a missile launcher. In a funny twist of fate,



Rodney-Brick: Having a decent bit of luck with his first Brick, Rodney goes with his second Brick, this armed with a mini-gun, and opens up on the nearest zombie, but fails to score a hit.

Clay-Human Form (male): Clay keeps up his flow of troops and move the Dravani Male Human Form up along with the rest of the troops forming between the two buildings.

Mark-Ghost: Mark is also getting a group of troops together with his TADS and brings up the Ghost to be the next addition.

Rodney-Fiddler: So far Rodney is the only one fighting in the game while Clay and Mark are moving onto the board. He decides that it's time for him to start moving forward and he brings up one of his Fiddlers, and the three wheeled Bomb-bots that he controls.

Clay-Souless (Blue): The first of Clay's two Souless uses its smoke ability and simply walks through the walls of the building in front of it and moves to the far wall of the building and ignoring the crate that is in-

he misses this time, but the missile deviates, but only an inch so it still hits its target, and then scores three wounds and kills the zombie that was carrying a crowbar.

Clay-Wraith: The wraith runs and follows the Lektra Vas-sals and the Shamblers between the buildings..

Mark-TADS: The TADS follow Hitomi by flying up next to the civilians.



side.

Mark-Fiddler: Taking a queue off Rodney, Mark too moves his Fiddler up although Mark's guy does not have any Bomb-bots to trail along with him. The Fiddler steps in front of one of the zombie packs as if trying to provoke them.





Rodney-Fiddler (Left): Not to be out-fiddled, Rodney activates his second fiddler which also has three Bomb-Bots and moves forward down Rodney's right flank.

Clay-Baggers (Black): Clay continues his mass movement by adding one of his Bagger teams to the mix.

Mark-Yuurei: The Yuurei breaks rank and runs down an alley behind the deli taking care to stay out of sight.

Rod-Esper (Female): The first of two Espers moves up to the Fist with the

missile-launcher and attempts a Jaunt. He rolls an 8 and adds his CRFT of 3 getting an 11. The target is 10, so the attempt works and the Esper and Brick teleport forward closer to where the action is taking place and giving the Brick a nice field of view.

Clay-Souless (Brown): The second of Clay's two Souless also uses its smoke ability and moves up next to the first already in the building.

Mark-Ninjas: The lightning fast Ninja sprint down the center past the meandering civilians heading for the warehouse in the center of the board with the intent to beat Clay there. .

Rodney-Esper (Male): This Esper also attempts a Jaunt, and like the first succeeds with a roll of 8 (also like the first). This time it is the Esper along with the Maven, and a Shootist that are transported, and they appear inside the garage that has a couple crate within it.

Clay-Bride of Lilith: Yet another model joins the horde forming between the two buildings in Clay's center.

Mark-Brick: Mark, also having a Brick in his force, decides the support his Fiddler who is facing down some zombies and the Brick steps up beside the Fiddler.

Rodney-Fist (Black): The Fist wanting to get in the action runs straight at the oncoming zombies but only cuts the distance in half.

Clay-Human Form (Female): Finally running out of units in the center of the board, Clay activates his second Human Form Dravani and runs her to the outside of the building that Mark's Enforcers entered.

Mark-Bishojou Senshi (Gun): Not having much else to do, the first of Mark's two Bishojou Senshi run across the street heading for the other zombie pack heading towards the APAC lines.

Rodney-Fist (Male): Wanting to stick together in the face of the oncoming Dravani horde, Rodney's second Fist runs up next to the first.

Clay-Damned: The team of four damned obediently scrambled after their mistress (the female Dravani Human Form) and follow her to the building it appears she will be entering.



Mark-Arashi: Finally taking a go at a zombie, the Arashi attempts to unleash Heaven's Wrath on the lead zombie. The target is 10, and his roll of 9 once added with his CRFT of 4 easily makes it. Out of the 6d6 damage, two hits are scored, not quite killing the zombie.

Rodney-Fist (Female): The third and last Fist runs up with the previous two forming Rodney's first line of defense against the Dravani.

Clay-Baggers (Grey): The second team of Baggers decides to support the female Human Form and run after her in hopes to take on some enforcers.

Mark-Shootist (Red): Mark's first of two Shootists step up and takes two shots at the already wounded zombie, and succeeds in dropping it.

Rodney-Ghost (Squatting): Looking for a terminal, Rodney's first of two Ghosts runs down the street keeping close the walls and staying out of sight.

Clay-Ferryman: The Ferryman goes with the Dravani going to the left, and follows up behind the Baggers.

Mark-Bishojou Senshi (Knife): Not really having a target, this Senshi simply runs down the street hoping to get into the fight.

Rodney-Maven: Rodney's Maven activates and runs up the nearby civilians telling them to run to the edge of the board away from Clay.

Clay-Volkoda: The quick-footed Volkoda start running down the side of the building with the Enforcers inside going for the flanking maneuver and to make sure they don't have a way to retreat..

Mark-Numb Sisters: All looks quiet in front of the Numb Sisters so they run up to the civilians streaming down the street and keep their eyes open for zombies.

Rodney-Shootist (Green Hair): This Shootist, after having been teleported by the Esper, was still not in a good position to take a shot, so she runs to a nearby crate. Maybe next turn she could open it to see if there are any goodies inside.

Clay-Executor: As Clay's last activation, his Executor pokes his head around the corner and takes a shot at a distant Shootist of Rodney's, but fails to score a hit.

Mark-Shootist (Cow Girl): The Cow Girl Shootist follows the Numb Sisters and runs up the street towards the civilians.

Rodney - Ghost (Standing): This Ghost is going for a terminal in the center of the board and runs up behind the three Fists hoping to stay out of the heavy fighting. At this point, both Mark and Clay are out of activation, but Rodney still has plenty.

Rodney-Second: Moves up and takes a shot at the Cop zombie. He not only succeeds in hitting the creature, but also causes it two wounds



which does not quite take it down.

Rodney-Shootist (Leaping Male): Moves towards the Dravani Executor and returns fire. He does much better and one of his shots score a hit and three wounds. The Executor is hurt but still standing.

Rodney-Shootist (2-PistolFemale): Wanting to finish the Executor off, another Shootist moves into position and lets loose. This one scores another hit and three more wounds dropping the Executor and scoring the first kill against a player.

Rodney-Shootist (Trixie): Yet another Shootist gets into it, this one moving up and shooting at the injured Cop zombie. Both shots are hits, and she does move than enough wounds to splash the zombie all over his fellows.

Rodney-Shootist (Leaping Female): This Shootist also goes after a zombie, and hits with both shots, but the BDY of the zombie saves it, and it takes no damage.

Rodney-Shootist (Yellow Jacket): The zombie seem to be the only models for the Ronin to use as target practice as another Shootist tries to light one up, but again fails to do any damage.

Rodney-Shootist (2-Pistol Male): Finally, Rodney's last Shootist goes and this one also unloads on a zombie while running forward. This guy only hits once, but does an amazing 4 wounds dropping the zombie.

As expected there was a whole lot of moving during the first turn and not a whole lot of fighting. We had to feel out the table and get a sense for how the zombies and vehicles would be moving and a lot of our decisions were based on NPCs in addition to the other players.

Turn 2

The Control Phase starts things off again...

Vehicle Movement: Nothing much exciting happened with the exception that a bus is added to the crash in front of Clay, making it a three car pile-up.

Zombie Actions: One pack can now see the APAC and heads in their direction, while another pack now sees the civilians in front of the APAC and changes direction to head towards them. The other two packs continue heading towards the Ronin.

Police Roll: Roll is a 1, no police this round.

Civilian Actions: Of the three groups, one is now following the APAC's instruction and runs for their edge. Another is following the orders of the Ronin, and head away from the brewing battle towards a far table edge. The final group again wanders aimlessly inside the warehouse.

Train Roll: The train roll is a 5 so it fails to show up.

Other control phase items: None

Reputation roll: Rodney wins the Rep roll again, but this time does not bother to designate another player to move and instead takes the first move himself.

Rodney-Esper (Female): Rodney starts the turn with his female Esper, and she attempts to her Jaunt, but this time rolls a 6 which after added to her CRFT of 3 is only 9. Seeing that the target is 10, the attempt fails.

Clay-Baggers (Grey): Clay wastes no time and charges his Baggers into the building with the Enforcers. Unfortunately for Clay, only one of the Enforcers is reached. Unfortunately for Mark, the Enforcer reached is his Lieutenant. The Lieutenant is flayed alive and drops after taking a hurtful 7 wounds.

Mark-Ninja: The Ninja keep up their run and enter the warehouse with the civilians, and give them their instructions to move out. Little do they know



that there are hordes of zombies gathering between them and their destination.

Rodney-Shootist (Leaping Female): Not having much luck last turn, this Shootist tries again and unloads on the Ballerina zombie again. This time she is not running, and the range is close, but once again she fails to cause any wounds even though she scores two hits.

Clay-Volkoda: The Volkoda come around the side of the building the Enforcers are in, and attack the enforcers from the rear. They only reach the trailing Enforcer, but two Volkoda manage to get into the fight doing a total of 9 wounds between them. Anything left of the Enforcer that the Volkoda didn't

swallow, falls to the messy floor.

Mark-Shootist (Cow Girl): The Cow Girl Shootist also continues her run, but she goes into the Gun store and up to the crate within hoping to get some plunder on the following turn.

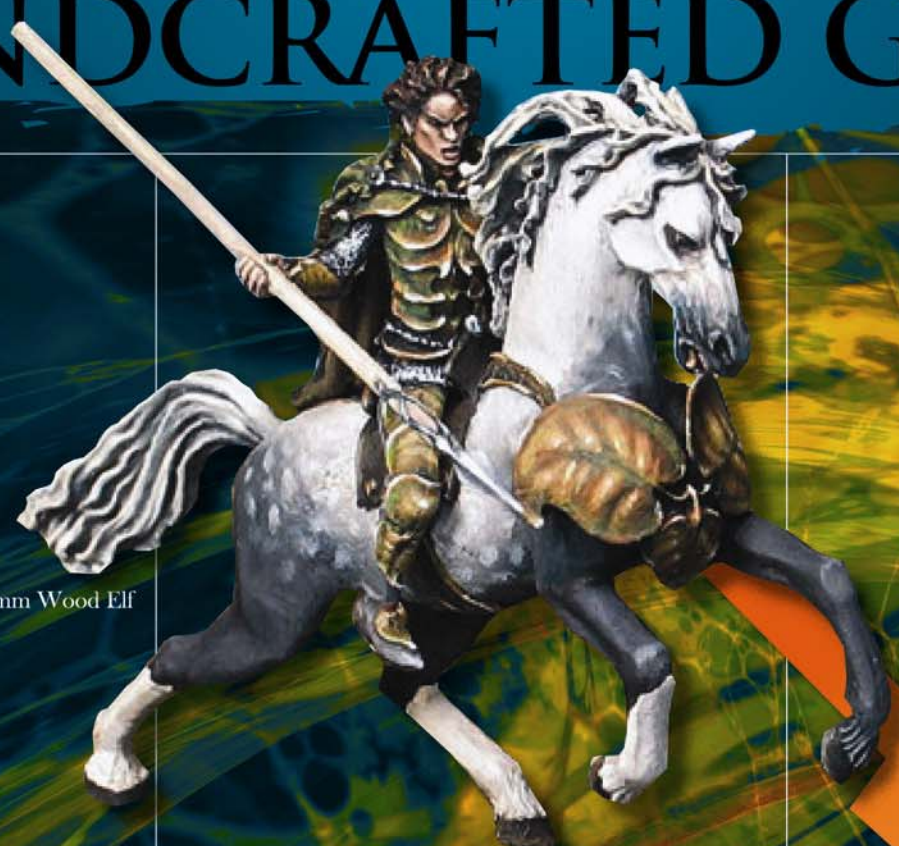
Rodney-Redhead Shootist: Seeing the trouble her colleague was having with the Ballerina zombie, this Shootist moved to help and hit the zombie twice. She however had much better luck and scored enough wounds to drop the zombie.





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Clay-Wraith: Clay's Wraith moved within range of the nearest terminal and tried to tap in. The friendliness of the system was determined to be neutral with a d6 roll of 3. For the hack attempt, Clay rolled a 10, which was the target, and succeeding in getting access into the grid scoring the first VP for net access.

Mark-Ghost: Mark also tries to get on the net remotely. Again the system is determined to be neutral, but Mark's hack roll of 4 is not good enough to get into the system.

Rodney-Shootist (2-Pistol Male): This Shootist seemed to be having some luck with the zombies having killed one the previous turn, so he goes again, but this time aiming at the zombie in the red dress. He scores two hits, but only succeeds in getting a single wound on the creature.

Mark-Yuurei: The Yuurei moves up and makes an attempt to hack into the net but finds out that she is not within range of the hard point for her remote board.

Clay-Shamblers: The Shamblers move into the middle of the street and spread across the street shoulder to shoulder making a wall of rotting flesh effectively blocking off the street.

Rodney-Second: The next zombie in line is a blonde. Rodney's Second takes the chance to take a shot at it, but misses cleanly.

Mark-Hitomi: The Hitomi moves up to the door of the warehouse supporting the Ninjas inside and he civilians that will soon begin to trail out.

Clay-Human Form (male): Following up the Baggers, the male Human Form runs up behind the Shamblers and makes it all the way to a phone booth.

Mark-TADS: The TADS run across the street placing themselves in front of the oncoming zombies trying to protect the civilians.

Rodney-Fiddler (Left): Trying to get closer to the enemy so that he can cut loose his bots, the Fiddler moves towards the group of Dravani gathering in front of the Fists.

Clay-Bride of Lilith: Following up the Baggers and the male Human Form, she too runs up behind the Dravani trying to get close enough to attack.

Mark-Bishojou Senshi (Gun): So far staying out of harms way, the Bishojou Senshi continues to move alongside and guide the civilians.

Rodney-Shootist (2-Pistol Female): Having successfully taken out the Dravani Executor, this Shootist turns and fires at the “Bone” zombie that is not too far away. She only hits once, but her luck holds and she does an amazing three wounds which is enough to take down the zombie.

Clay-Lektra Vassals: The Lektra Vassals continue the Dravani tactics and gather behind the Shamblers. It’s beginning to look like next turn might be exciting.

Mark-Shootist: Looking to find a target, mark’s Shootist runs up behind the Deli and peers towards the oncoming zombies.

Rodney-Brick (ML): Now that Clay has jammed just about as many models as he can together in the street, the Brick slowly raises his missile launcher and fires right at the Shambler in the center of the crowd. He hits and the template covers a bunch of the Shamblers and the Baggers. He succeeds in dolling out a total of 12 wounds to the group, but not enough to any one model to slow them down.

Clay-Human Form (Female): The building with the Enforcers is getting rather crowded, so there is no real place for her to attack in close combat. Instead she moves in and takes a couple shots, but misses both.

Mark-Brick: The Brick sticks with the Shootist, and follows in his steps right behind him.

Rodney-Shootist (Leaping Male): Out of visible targets, the Shootist runs to the center of the Ronin line where it looks like things will soon be heating up.

Clay-Souless (Blue): The soulless again uses its smoke ability to pass through the walls of the building it is in, and moves across to street to the window of the warehouse that the Ninja beat it to.

Mark-Numb Sisters: The Numb Sisters continue their run, and end up in front of the Gun Store.

Rodney-Fiddler (Right): Taking his three Bomb-bots with him, the Fiddler sticks close to the trailer and move up cautiously towards the zombies.

Clay-Souless (Brown): The soulless follows it’s comrade and ends next to the window of the warehouse peering in.

Mark-Bishojou Senshi (Knife): The Senshi continues to run, and this time makes it all the way to the warehouse.

Rodney-Ghost (Squatting): This time the Ghost can get into range of the hard point with a short move, and then attempts a hack. The system is determined to be neutral, but the hack fails with a roll of 6.

Mark-Arashi: Clay is now out of activations, so Mark goes again, Walking across the street and attempting to cast “Storm Shield”. He rolls a 5 and the attempt fails.

Rodney-Ghost (Standing): The Ghost moves forward and attempts a hack only to find that the hard point is out of range so the attempt fails.

At this point, Rodney is the only one left with activations, and he also has nothing to shoot at for those guys that have not yet moved. His six remaining activations do little more than to move his remaining forces forward, most of them at a run.

We did have some more player-versus-player action going on and Clay made a real mess of my (Mark’s) Enforcers. On the plus side, at least in my mind, I was able to tie up a unit of Baggers and the Volkoda for two turns and sacrificing my Enforcers seemed like a decent idea at the time. You’ll notice that I didn’t rush in to support them with the rest of my troops over on that side of the board. I didn’t want to get drawn into a long and messy close combat

with the Dravani and I'm hoping that the zombies that I'm trying to draw towards me will serve as a little deterrent for the Dravani that just tore through the Enforcers.

Turn 3

Control Phase...

Vehicle Movement: All the vehicles moved with no accidents, surprises, or other unfortunate incidents.

Zombie Actions: One pack continued to move towards the Arashi of the APAC, while the other pack on that side of the board plodded in the direction of the Gun store where all the delicious looking civilians and APC forces were congregated. The third pack continued their slow march to the Ronin on the opposite side of the board, and the fourth pack had been completely destroyed.

Police Roll: Roll is a 4, no police this round.

Civilian Actions: The civilians have now all been given their retreat path, two of the three groups running for the APAC edge, and the third running to the edge they were directed to by the Ronin.

Train Roll: The train roll is a 5 which this turn is enough to allow the train to arrive. It showed up on the board, but found a Hummer crossing the tracks in front of it. Since we had not written rules for the train colliding with cars we decided that the train had automatic collision detection mechanisms that would ease the train to a stop before hitting the Hummer and then it would



pull into the station on the next turn.

Other control phase items: This round Clay has three Baggers that have been wounded. He rolls two 4 and a 6, so they all regenerate a wound (to the other players complete dissatisfaction). Also, Clay has a Wraith tapped into the net so gains a VP.

Reputation roll: Rodney once again wins the Rep roll again, and again he does not bother to designate another player to move and instead takes the first move himself.

Rodney-Shootist (Green Hair): Rodney starts things off this turn by opening the crate that this Shootist is standing next to. The Crate has Guns in it, giving Rodney 2 VPs!

Clay-Baggers (Black): Clay is close enough that there are several things to do, but he settles on charging the gathering of Fists that are leading the Ronin forces in front of the Dravani. Amazingly, the Dravani loose all their attack, and three different Baggers take a total of 4 wounds from the Fists and don't give anything back.

Mark-Shootist (Cow Girl): Mark follows suit with Rodney and opens the crate this Shootist found in the gun store. Inside he finds a "hostage" and scores two points!

Rodney-Shootist (2-Pistol Male): The Shootist takes another couple shots at the oncoming zombie in the red dress which he wounded last turn. This time he hits it both times and scores a total of four wounds which is more than enough to blow it to pieces.

Clay-Baggers (Grey): Clay continues with his Baggers and sends these



against the trapped Enforcers of the APAC. The remaining three Enforcers get shredded and fall taking 7 wounds, 6 wounds, and 9 wounds respectively.

Mark-Ghost: This time the Ghost succeeds and hacks into the net scoring a VP.

Rodney-Shootist (Redhead): This cloaked lady move to bring the Dravani into view and then let’s loose with two shots at the nearest Shambler. She hits both times and takes the ugly creature out of play.

	RCA	SAG	Mods	Roll	Total	Effect
Rodney	4		-1, -1	6/4	8/6	2 Hits
Clay		1		6/5	7/6	Killed

Clay-Shamblers: Evidently the Shamblers were bothered by being shot at (with effect) so they charged the Fists already engaged with the Baggers as well as a nearby Shootist. One of the Fists (Black) takes more than enough wounds to fall at the Shambler’s feet and the Shootist takes two wounds hurting it but not enough to kill it.



Mark-Ninjas: Like bulls in a china shop, the ninjas rip into the crates they can reach. They open three of the six in the warehouse and one is empty. But the other two have Gold and food scoring 4 more VPs for the APAC.

Rodney-Fist (Male): Having lost one Fist, Rodney uses his next one to attack the Baggers in front of him. Unfortunately the Bagger wins the combat, but luckily the baggers fails to cause any wounds so the combat is a “push”.

Clay-Human Form (Male): Deciding to take a chance, the Male Human Form moves up to a nearby stanchion, and takes a shot at one of the Bomb-Bots controlled by the Ronin Fiddler. He hits it and does enough wounds to kill it, and the little Bot explodes! The explosion takes in both of the other Bots, one escapes injury, but the others is killed and also explodes! The second explosion only succeeds in wounding a nearby shootist, and then fizzles out. When the smoke clears, the Human Form is seen to have a huge grin on his face and patting his gun with affection.

Mark-Yuurei: The Yuurei takes a cautious step forward trying to stay out of sight of any enemy and again attempts to hack into the net. Drat! Still out of range.

Rodney-Fist (Female): The last of the remaining Fists also attacks a Bagger. This one also misses, but this time the Fist takes three wounds for his trouble.

Clay-Lektra Vassals: The Lektra Vassals appear to be a bit out of their league in this company and only move up behind the Baggers as morale support.

Mark-TADS: The TADS are now getting uncomfortably close to the zombies, and they open fire on the “fat” zombie that happens to be the closest. Both TADS hit, and both succeed in cause one wound.

Rodney-Shootist (Leaping male): The running has paid off for this guy as he can move into position this turn to take two shots at one of the Shamblers blocking the street in front of him. Both shots hit, and he causes a total of four wounds, but the Shambler seems to shrug it off.

Clay-Souless (Blue): The two Souless decide that they are no match for a team of Ninjas and retreat to the buildings behind them to check out the crates inside. This one runs to the building it just left and gets to the crate but cannot open it until next turn.



Mark-Bishojou Senshi (Gun): This Senshi finally decides it's time to get into the fight moves towards the "Doc" zombie and takes a couple of shots at it. Both shots hit, but neither are able to cause any wounds.

Rodney-Fiddler (Left): The fiddler moves up and sends its last Bomb-Bot at the nearest Shambler. It explodes and catches two Shamblers in the explosion. One Shambler escapes unscathed, but the other one, already having been badly wounded, takes enough wounds to take it out.

Mark-Bishojou Senshi (Knife): Following the lead of the other Senshi, this one also takes aim and fires off two shots at the "Doc" zombie. But he misses once, and causes no damage on the other.

Rodney-Shootist (Trixie): Having finished off the zombie, the Shootist turns her guns on the Dravani and puts two slugs into another Shambler. Both hit and they cause amazing total of six wounds, taking out another Shambler.

Clay-Wraith: The Wraith does little more than to continue his download.

Mark-Hitomi: The Ninja seemed to have things well in hand inside the warehouse, so the Hitomi decides to check out things on the other side and uses his jump pack to leap over the warehouse to the other side. Right when I (Mark) did this Rodney had a look on his face that said, "You filthy rat!" without saying a word. He knew that Hitomi was coming his way to cause trouble and he also knew that there wasn't much he could do about it because he still had to deal with the zombies that were closing in on him. Yes, I am despicable!

Rodney-Second: The second no longer has a zombie to shoot at so he fires at the nearest Shambler, but he misses that too.

Clay-Human Form (Female): The APAC Enforcers having been finish off, the Human form female runs to the far

door of the building peeking out to see where her next victims might be.

Mark-Numb Sisters: The Numb sisters have little to do, and have heard that the Dravani might be paying a visit to the APAC rear forces. They decide to run back the way they came to check it out.

Rodney-Brick (ML): This time the brick has nothing to shoot at, so he cautiously moves up to see if he can't get a good shot off next turn..

Clay-Damned: Again the Damned do nothing more that to follow in the foot steps of their mistress and crowd in behind her.

Mark-Shootist (Red): Seeing that the zombie threat is starting to get worse, the Shootist returns to the front of the deli and takes a couple shots at "Doc" zombie. He scores two his, and one of them causes a wound.

Rodney-Esper (Female): Frustrated that her Jaunt power failed her last turn, she moves to position herself and tries again. She rolls a 4 which again fails

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and further feeds her frustration.

Clay-Ferryman: Having come around the corner of the building rather than through it, the Ferryman moves to join back up with the Human Form female eyeing the rear guard of the APAC who seem to be making ready to receive them.

Mark-Brick: The Brick does nothing but raise his gun to where he knows the Dravani will be coming from. It's only a matter of time now.

Rodney-Shootist (Leaping Female): Continuing the shift from shooting at zombies to shooting at Dravani, this Shootist also swivels her aim and puts a couple well aimed slugs into the nearest one. Each hit causes a whooping 4 wounds each blowing the last Shambler into small pieces.

Clay-Bride of Lilith: The Bride finally sees her chance for lunch and jumps the nearest Fist. She is the third combatant on this already wounded Fist, so she has little trouble in dispatching him.

Mark-Fiddler: The Fiddler steps up beside the Brick to await the oncoming Dravani forces.

Rodney-Shootist (Two Pistol Female): Now that the Bride has come out of hiding, this Shootist takes the opportunity to plug her. Unfortunately her aim is off and she misses with both shots.

Clay-Volkoda: The smell of blood is simply too much for the Volkoda to handle and they throw caution to the wind and run across the open space between them and the APC rear guard and make it about two thirds of the way across leaving them very exposed.

Mark-Arashi: Seeing the oncoming Volkoda, the Arashi successfully casts Ride the Storm and gracefully flies to the top of a building overlooking the Volkoda. He then cast Tornado, which knocks down one of the Volkoda and also gives it a wound.

Rodney-Fiddler (Right): The Fiddler stays put, but sends one of his Bomb-Bots against a zombie. The Bot blows up but fails to hurt the zombie. The Fiddler then tries using his Flame thrower against the zombies and lights up two of them. As luck would have it, the closest is unhurt, but the second one falls into a burning heap.

Rodney-Brick (Mini-Gun): Being in a place where he can now see a zombie,

the Brick opens up with his mini-gun, but misses clean.

Rodney-Shootist (Yellow Jacket): Looking askance at the ineffective Brick next to him, the Shootist fires off two shots at the same "Space suit" zombie. He hits with both shots, but only does a total of 1 wound leaving the thing standing

Rodney-Esper (Male): The Maven is done inside the building and the Esper attempts to Jaunt in order to take the Maven elsewhere. Something goes wrong however and the Jaunt fails to the frustration of both models.

Rodney-Maven: His Esper failing the Jaunt messed him up, so he does little more than walk in a circle wringing his hands and glaring at the Esper..

Rodney-Ghost (Squatting): The Ghost tries again to hack into the net and this time is successful scoring a VP.

Rodney-Ghost (Standing): This Ghost is still out of range of an unused hard Point, so is force to move and do nothing else.

Things are moving along at a fairly steady pace now with each of the three of us feeling comfortable with the extra stuff that's going on during the control phase. We've also adapted well to the rather large amount of activity on the table and we're all having a very good time.

Turn 4

Vehicle Movement:

As the vehicles make their movement, one civilian is standing in the middle of the street when a Mack truck comes speeding around the corner and smushes the poor guy without warning. Besides that, the only other thing of note was that additional vehicles (ones that pre-





viously left the board) began coming back on at random location making walking on ANY street rather hazardous (just ask the unlucky civilian).

Zombie Actions: One pack previously heading towards the APAC now see the Volkoda and veer off towards them. The train which hit the board last turn now unloads its two additional packs of zombies, and they both start meandering towards the APAC, though one of the packs has a very long way to go. The last pack on the APC side of the board is now close enough to swarm the TADS. All four gang up on one TADS and deal it 6 wounds which not only enough to kill the TADS, but causes it to explode. All of the zombies and the surviving TADS are caught in blast, but none take any wounds. But the body of the slain TADS rises from the ashes to join the zombie pack.

Police Roll: Roll is a 2, no police this round.

Civilian Actions: The first four civilian following the APAC get off the board giving Mark 8 VPs. Also, the Civilians following the Ronin also get off the board giving Rodney 8 VPs. The last group, having just lost one member, try to run between the oncoming zombies and the building towards the APAC table edge.



Other control phase items: There are to downloads going on, one Dravani, and one APAC, so they both receive VPs. Clay has several wounded Baggers and tries to regenerate them but this time luck goes the other way and not only one of four get to regenerate.

Reputation roll: Once again, Rodney wins the Rep roll and again starts by going first.

Rodney-Brick (ML): Still not being in a good location to fire, the Brick moves again getting closer to the fighting.

Clay-Volkoda: Not wanting to stay in the open for target practice, they charge the Fiddler standing in front of them. The Volkoda that was knocked down can do nothing but stand up and look mean, so only two Volkoda get in on the combat. They both hit and together they cause a total of 7 wounds dropping the Fiddler in his tracks.

Mark-Yuurei: Moving closer to the unused Hard Point, the Yuurei tries again to hack into the system and this time is close enough. The system is determined to be neutral, and the hack roll is a 9 which is more than enough to get in scoring Mark another VP.

Rodney-Shootist (Leaping Female): Now that she shot away the last of the Shamblers, the Shootist takes aim at the next target which happens to be a Bagger at long range. One of her shots hit, and it succeeds in causing three wounds to the horrid alien.

Clay-Baggers (Black): The Baggers look like they are beginning to break through the Ronin lines and charge the last remaining Fist and one of the many Shootists in the Ronin army. They gang up on the two with two Baggers per foe and dole out 4 and 5 wounds respectively which is enough to drop them both.

Mark-TADS: The remaining TADS begins to backpedal while taking a parting shot at the "Doc" zombie and misses.

Rodney-Shootist (Two Pistol Female): Not having luck with the Bride, the Shootist turns



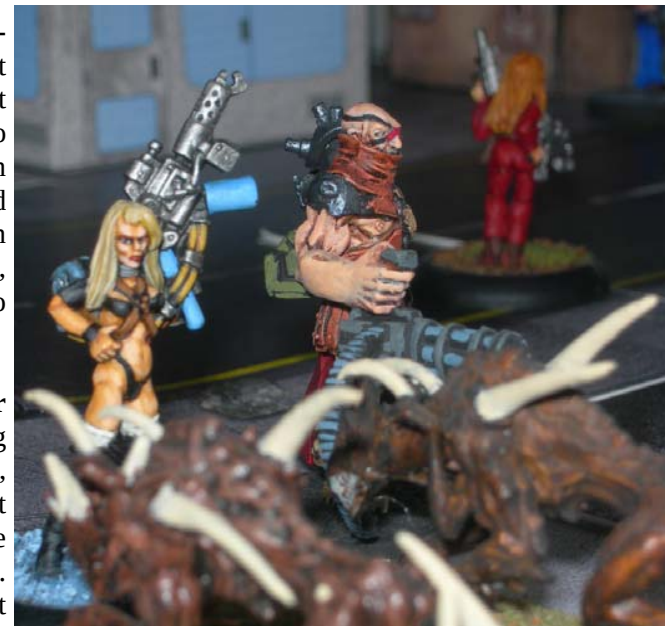
its guns on a Bagger. Her luck is a little better as at least one of her shots hit, but she still fails to cause any damage.

Clay-Bride of Lilith: The Ronin line is essentially broken at this point with the Dravani pouring into their ranks. The Bride keeps the charge going by rushing another nearby Shootist and hacking her to pieces by giving her 6 wounds.

	CCA	Mods	Roll	Total	Effect
Clay	4	+1	4	9	Hit
Rodney	2		3	5	Killed

Mark-Bishoujo Senshi (Knife): That “Doc” zombie just won’t go down, so the Senshi once again falls back a bit and fires away. Again she hits only once, and again she fails to wound it.

Rodney-Fiddler (Left): Not having any Bomb Bots left, the Fiddler goes for it and charges the Bride hoping for a miracle. The Miracle does not materialize, and the Fiddler falls to the Bride’s blades.



Clay-Souless (Brown): having come up next to the crate last turn, the Souless opens it this turn. Unfortunately, it’s empty, so there is no joy in Mudville.

Mark-Ghost: The Ghost does little more than to move a little to a better position and continue to download data from the net.

Rodney-Esper (Female): Having failed her last to attempts at using Jaunt, she not changes her focus and tries to use Ignite on a Bagger. Today just is not her day as even this fails to go off.

Clay-Wraith: The Wraith hovers in the same area and continues to download.

Mark-Bishojou Senshi (Gun): This “Doc” zombie is really starting to be a pain. This Senshi also unloads on the zombie but come up with nearly identical results leaving the Doc is still on its feet.

Rodney-Brick (Mini-Gun): The Male Human Form is now visible! It’s long range and there is cover in the way, but the Brick takes the shot anyway. Not only does he fail to hit his target, but his gun gets jammed making it useless. Things can’t get worse.

Clay-Human Form (Male): Following on the heels of the Bride, the Male Human Form charges another Shootist and deals it a hurtful 5 wounds. The damage is grievous, but the Shootist rolls on the Fatal Damage Chart and he is only stunned.

Mark-Hitomi: After jumping the warehouse. This guy finds himself in a position to pull one of the tricks the Dravani pulled. Seeing the remaining Ronin Fiddler, and his remaining Bomb-Bots, he fires at the lead Bomb-Bot. He hits it and it explodes causing a three inch blast that happens to catch another Bot, and it is destroyed and blows up too. A Ronin Ghost currently downloading from the net is caught in the blasts and killed. No other damage is caused by the two explosions, but Hitomi is till pretty pleased with himself.

Hey, I'm (Mark) pretty pleased too. Of course, Rodney isn't really feeling the love right now, but he's been properly initiated into our gaming group now. I bet he never keeps the bots as close to each other or anything else that he values again.

Rodney-Shootist (Green hair): The Shootist runs for the door of the garage hoping to get to the action before it's over.

Clay-Lektra Vassals: The Lektra Vassals decide that now is the time and they charge into combat against the Ronin. They are completely ineffective and one even takes a wound for the effort.

Mark-Shootist (Red): Taking a step back the Shootist keeps up the barrage at the "Doc" zombie but again fails to hurt it. This is starting to get comical.

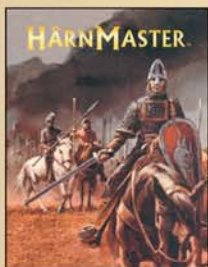
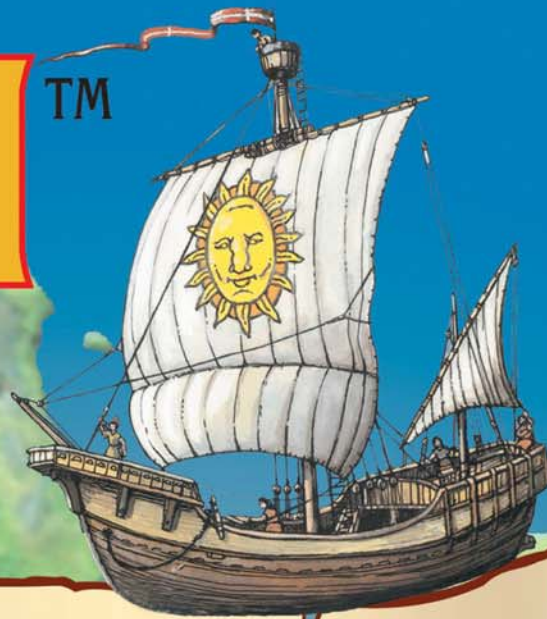
Rodney-Esper (Male): This bad luck Esper give Jaunt one more try and again fails. The Maven looks at him and shakes his head in disgust.

Clay-Ferryman: The Ferryman finally decides it's time to strike and steps out of the doorway and pops off a couple shots at the Arashi up on the roof. One hits and does 4 wounds, which is not enough to kill the Arashi straight out, but when he rolls on the fatal damage chart he rolls poorly and ends up dead.



The Epic

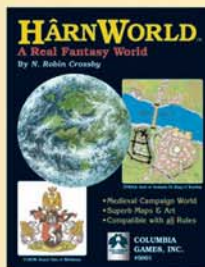
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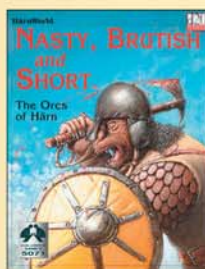
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Mark-Ninjas: The ninjas are having the time of their life as they rip through more crates. This time they find two more full of weapons (i.e. 4 more VPs) and the third is empty.

Rodney-Maven: The Maven gives up on the Esper who has failed to get the Jaunt off and runs for the door.

Clay-Souless (Blue): By now most of the crates have been opened. Intel says that one of the crates has a very devastating bomb inside, and seeing that a large chunk of the Dravani forces are just outside the walls of this building, the Souless decides to imitate a chicken and just dances around the outside of the crate rather than open it (a move he ends up getting a medal for).

Mark-Shootist (Cow Girl): There are no visible targets for this Shootist, so she moves across the street to see if she can find a Dravani to shoot at next turn.

Rodney-Second: The second has not had very good luck shooting recently. He decides to try something else and charges a Bagger. Evidently he is better in hand to hand and not only hits, but gives the bagger a wound.

Clay-Human Form (Female): This lady shows complete distain for the zombies between her and the APAC she wants to reach. She walks up to the nearest zombie and holds up her hand and drains it of the essence that animated it, and it falls to the ground in a heap.

Mark-Numb Sisters: Both Numb Sisters try to use their Choke ability on the two Volkoda in their ranks. Unfortunately for them, both of the sisters fail their checks and do no damage to the beasts.

Rodney-Ghost (Standing): Since the other Ronin Ghost suddenly went off line, there was now an unused Hard Point within range. He whips out his remote board and in seconds has successfully hacked in picking up where the other host left off.

Clay –Baggers (Grey): The Baggers want t get in to it but are too far away. They run as hard as they can towards the APAC.

Mark-Brick: Not being able to do much else, the Brick tries to fight off the Volkoda that are trying to gnaw on his neck. He succeeds in giving one of the beasts two wounds.

Rodney-Fiddler (Right): The Fiddler frantically tries to fight off the zombie trying to eat him. He succeeds in hitting it, but fails to damage it.

Clay –Damned: The Damned follow behind the Baggers and Human Form, looking as pathetic as ever.

Rodney-Shootist (Leaping Male): The Shootist is locked in combat with a Bagger and does his best but loses the combat and ends up getting killed in the attempt.

	CCA	Mods	Roll	Total	Effect
Rodney	2		6	8	Killed
Clay	3		8	11	Hit

The turns are going by a little more quickly now, but it's still longer than a normal game due to the number of players involved and all of the special stuff to take care of each turn. Rodney is just in a bad position with having to fight off Clay and the zombies and I'm (Mark) just there to put a stick in his eye when I can. I've had my own share of problems with the zombies, nothing like Rodney though, and was quite dismayed when they took down one of my TADS. Through some quick calculations I (Mark) determine that there's no way for the remaining civilians to get off the board so I'm going to leave them on their own to fend for themselves. Yeah, sucks to be them but it's not like my APAC are a bunch of UN Peace-Keeping troops. Well, the UN guys would have probably been deployed with order against taking action against the zombies and would watch the civilians get eaten. At least I got some to safety!

Turn 5

Vehicle Movement: Nothing exciting. The vehicles move and there are vehicles leaving and arriving, but there are no further accidents this turn.

Zombie Actions: Several of the packs are now close enough to attack. One pack swarms the Female Human Form and after a large number of attacks they finally take her down. The remains of the pack fighting the Ronin manage to score 3 wounds on the remaining Fiddler, but that is not quite enough to pull him down. Yet another pack barrels into the remaining civilians and manage to kill two of them turning them into addition zombies (this pack has now nearly doubled in size). The final pack is still too far away, so they continue their slow march towards the APAC.



Police Roll: Roll is a 1, no police this round!

Civilian Actions: Only one civilian is left on the board and he is running for his life! He probably shouts some very choice curse words towards the APAC as he finds his fellow evacuees being devoured by zombies before they



also rise in the ranks of the undead.

Other control phase items: The Dravani now have a hand-full of wounded regenerating models and they all roll to regenerate. This time the odds seem to even out and about half of the models recovers a wound. The wounded Volkoda rolls on the Fatal damage table and does not roll well so he dies. All three players are now tapped into a hard point, so all players get 1 VP.

Reputation roll: This part is starting to get rather repetitive and Rodney wins the Rep roll yet again and again starts by going first.

Rodney-Esper (Female): This poor Esper can't seem to get anything to work and proves it yet again by attempting another Jaunt, and again she fails. The Dravani must be using some sort of secret null field she decides.

Clay -Ferryman: The time has come for the Ferryman to show his worth. He pops the "Drop o' the Good Stuff" and is able to cross all the way over to

where the Volkoda are fighting and gaily sticks his sawed off shot gun in the face of the APAC Shootist and pulls the trigger. The headless body of the Shootist falls backward into the street.

Mark-Brick: Wanting to get in his licks before going down to the teeth and claws of the Volkoda, the Brick again attacks the Volkoda that he wounds in the previous round. This time his fortune is reversed, and instead of giving 2 wounds, he takes 2 wounds from the creature, but stays standing.

Rodney-Shootist (Leaping Female): The Shootist needs to move to even get the Bride partially into view and so does a “Run and Gun” at long range. The challenging shots are too much for her and she misses both shots.

Clay-Volkoda: Keeping the pressure up on the APAC, the Volkoda go next attacking the Fist. This time they do poorly and only one manages to hit were the other gets hit by the Fist. A wound is scored on the Fist, and the Volkoda

	CCA	Mods	Roll	Total	Effect
Clay	3	+1	5/6	9/10	Hit
Mark	3		4/9	7/12	1 Wound

hit uses its “Shrug-it-off” ability to avoid taking a wound. **Mark - Numb Sisters:** The Sisters move up and try once again to use Choke on the evil looking Volkoda. Once again they both blow it and are left standing there looking rather numb.

Rodney-Brick (ML): Oh happy day! The Brick has a clear shot at a large group of Dravani with his missile launcher and he lets fly. He hits and the explosion covers a Lektra Vassal and several Baggers. The Lektra Vassal is killed outright, and two of the Baggers take a wound.

Clay-Baggers (Black): Having a clear path, the Baggers go wild and charge the Ronin survivors. The Second and an Esper are the ones unfortunate to be the closest, and both fall beneath their razor sharp blades.

Mark-Hitomi: The field is starting to lose any semblance of order and the Hitomi finds himself looking at the flank and rear of the remaining Dravani forces against the Ronin. He picks out an unsuspecting Lektra Vassal and takes a shot at its back. But even then, he misses.

Rodney-Brick (Mini-Gun): Things are getting desperate, calling for desperate measures. The Brick tosses his now useless mini-gun, pulls his heavy pis-

tol and takes a shot at the Baggers bearing down on his fellows. The poorly aimed shot goes way wide.

Clay-Souless (Blue): The Souless has decided that if there really is a bomb, it would be in the crate she is standing over so she leaves it, passes through a wall, and comes up next to a Shootist. She tries to use her Drain ability, but fails her test.

Mark-Bishojou Senshi (Knife): The APAC forces take a look around and decide the pack of zombies in their midst are simply not worth the trouble. Especially since there is only a single civilian left to protect. This Senshi turns and runs leaving the civilian to fend for himself.

Rodney-Fiddler (Right): Once again the Fiddler tries to fight off the zombie. The time things go poorly, and the Fiddler not only gets killed, but also gets turned into another zombie himself.

Clay-Bride of Lilith: The Bride is acting like a kid in a candy shop and charges the next Shootist she lays eyes on. This one fares no better and gets

	CCA	Mods	Roll	Total	Effect
Clay	4	+1	8	13	Hit
Rodney	2	-2	4	4	Killed

sliced to ribbons too.

Mark-TADS: The remaining TADS follows behind the Senshi. There is nothing left worth fighting for here.

Rodney-Ghost (Standing): The Ghost can either stay tapped into the net or run. Not being overly confident, the Ghost chooses to run losing the connection.

Clay-Lektra Vassals: The Vassals try to get into the spirit by charging a nearby Shootist. Unfortunately, they are nowhere near the caliber of the Bride or Baggers, they fail to cause a single wound to the Shootist, and narrowly escape getting hurt themselves..

Mark-Yuurei: The Yuurei escapes the zombies by moving into the Gun Shop and frantically signals for fellow APAC troops to do the same.

Rodney-Maven: Finally getting back into the battle the Maven takes a long shot at the Bride but finds that he is out of range, so his shot has no effect.



Clay-Human Form (Male): Being out of charging range, the Human Form takes a couple of long range shots at the Hitomi, but both shots failed to hit.

Mark-Shootist (Cow Girl): The Shootist continues the general APAC retreat and runs into the Gun Store.

Rodney-Shootist (Green Hair): Running at full tilt the Shootist runs through the door of the building trying to reach the battle before it's over.

Clay-Wraith: Continues to download from the net unimpeded.

Mark-Ghost: Continues to download from the net and moves slightly away from the zombie threat.

At this point there are a few more models that have not activated, but across the board all they do is move to a new location or retreat. The



fighting and significant actions are done for the turn. The only thing of real note is that the female Human Form uses her Feed ability to regenerate and one of the Damned fall over dead.



Turn 6

Vehicle Movement: Well, it was only a matter of time. Not only is there another two-vehicle accident, but one car was going way too fast to avoid plowing right into the middle of the large pack of zombies. A total of six zombies are hit, and due to the high speed of the vehicle, all six are mashed into an unrecognizable mess. As an added point of confusion, three additional cars get added to the board as well.

Zombie Actions: There are three zombies left fighting the Baggers, but one-on-one they fail to cause any damage though they end up taking a couple wounds themselves. Three more zombies are still fighting the Ronin, but they suffer a similar result. All the remaining zom-

bies on the board shuffle in the direction of the retreating APAC.

Police Roll: Too little, too late! The police finally arrive and have to swerve around the Numb Sisters narrowly missing them. They pour out of their cars to cover the oncoming zombie pack.



Civilian Actions: Only one civilian is left on the board and he is still running for his life, only now he can see safety with the police now on the scene.

Other control phase items: The Dravani do well in rolling regeneration, keeping all models out of the fatal damage area.

Reputation roll: Rodney makes it a clean sweep by once again winning the Rep roll.

Rodney-Brick (ML): The Brick desperately tries to fight off the Bagger in front of him and scores a crit! Unfortunately, even with the crit he only gives a single wound to the creature.

Clay-Ferryman: The Numb Sisters had to jump out of the way of the oncoming policemen and now stood should to shoulder with each other with police





cars on both sides of them. The Ferryman calmly walks up to them and winks as he blows both their heads off with his sawed off shotgun. He turns to the stunned police and apologizes for the mess.

Mark-Hitomi: The Hitomi returns fire shooting at the Human Form male. He hits him and gives him a single wound both nothing else.

Rodney-Brick (Mini-Gun): Deciding that he would rather live to fight another day, the Brick turns and runs for cover.

Clay-Bride of Lilith: The Bride moves on to her next victim, the Brick with the missile launcher but ends up getting surprised and the Brick deals her a surprising 3 wounds.

Mark-Bishoujo Senshi (Knife): The Senshi cautiously moves away from the action staying well out of sight.

Rodney-Ghost (Standing): No longer in immediate danger, the Ghost tries to hack back into the net and fails.

Clay-Souless (Blue): The Souless joins in on the fight against the Brick and this time the Brick loses his nerve and breaks. With all the foes against him at that particular moment, it was not surprise that he was slaughtered as he turned to run.

Mark-TADS: Runs to safety

Rodney-Shootist (Green Hair): Runs to safety



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Clay-Wraith: No longer needing to download, the Wraith decides to move and take a pot shot at a nearby Ninja and only succeeds in chipping paint off the wall of the warehouse.

Mark-Bishojou Senshi (Gun): Runs into the Gun Store.

Rodney-Esper (Male): Runs to safety

Clay-Lektra Vassals: Moves to intercept the oncoming Ninjas, but fails to reach them.

Mark-Ghost: Breaks his link with the net and runs into the Gun Store.

Rodney: Amazingly, Rodney is out of activations.

Clay-Human Form (Male): The Ninja are close enough that the Human Form can move and shoot at one. He gets lucky and not only hits it, but also kills it.

Mark-Ninja: As Marks last activation the Ninja move and shoot trying to take out the Human Form, but only manage to give him a single wound.

Clay: Clay still has activations, but as there are no targets left, or no possible VPs to gain, we end the game.

At the end of the game we totaled up VPs and came up with...

Mark	24
Clay	16
Rodney	16

Clay did a re-count later and came up with a slightly different spread, but it still had me (Mark) out in front by a pretty good margin. I'm sure the results would have been significantly different for everyone if we had our 4th player, Brian. Unfortunately, he was riding the porcelain express to poo-ville on the day of the game so we carried on without him.

Post-Game Thoughts

Rodney

Wow, what a beating! It really was fun none the less. I really enjoy playing Resolu-

tion, especially how it is tailored to handle creating scenarios such as this battle today. Mark and Clay played very smart and it was an enjoyable challenge. The zombies and traffic really made for a chaotic environment and added a host of extra challenges. There were so many things that happened outside of a "typical" game. Cars plowing through groups of zombies. Probably the most memorable moment for me that still has me chuckling is when one of Mark's civilians stepped off the curb and right in front of a Semi! Splat! My second favorite moment was also at Mark's expense. Three zombies taking down a TADS. I never would have thought it would be possible.

I made a lot of poor decisions during this game and it really hurt me. I'll see if I can give a decent breakdown of what happened to my poor crew. First off was deployment. I placed my crew in the line of sight of two groups of zombies. So naturally in the first round they both started heading towards my crew. One group of zombies I was able to completely eliminate but it cost me that whole flank, because by the time I had finished off the zombie horde I was being overrun by Dravani the next turn. I even had all my Shootist in a large firing line but they couldn't dent those baggers which allowed the Bride of Lilith to pick her targets and make short work of my left flank. The right flank faired worse because I never eliminated that group of zombies. I even donated one of my Fiddlers to its membership. In a way it sure felt like I was doing really well in the beginning because I was taking down a lot of figures, but in the tally for VP's, zombies didn't count for anything, so I really wasted valuable time and activations.

Second was probably more costly, which was bad use of my bomb bots. I sent the first bomb bot into a zombie mob and learned that with a BDY of 6 it was going to take some good rolls for my bomb bots to take out any of them. So, I pulled my bomb bots back to save them for easier targets. Instead they became targets of ranged fire and ended up severely damaging or killing some of my crew with secondary explosions. I left them too close to my other crew members. I won't make that mistake again!

Third was assuming I'd have better success with my Espers doing Jaunt. Several times I left figures like my Maven in a situation where he could not do anything because I was depending on Jaunt to get them into the action. Well, I made both of my Jaunts the first round. I never succeeded in getting one again! Ouch!

Most everything else I think I can chalk up to bad luck, but the three things above are what really made the difference in the almost near destruction of my crew. On a more positive note I do believe I won every initiative. I found

some loot and saved a few civilians from being snacks (whether that would be as zombie or Dravani snacks!) My first encounter with the Dravani was very "educational" and now I know a little better about how to deal with them. But most of all I had a really good time.

Clay

Well that was fun. I think I may have said this before, but just in case, I really like the games system Rezolution uses. The mechanics of the game really work well in multiple player games, and for games of increasing size. For this particular battle, I was hoping for a four player game which would make things even more interesting from my perspective, but you know what they say about the best laid plans. My idea of splitting my forces into two roughly equivalent battle groups worked out fairly well, though I feel the group going for the APAC ending up being at least partially wasted.

My plan for rushing towards the center warehouse failed completely because Mark was able to "rush" a whole lot fast and with a group of Ninjas that would have made short work of the two Souless I was sending. I thought I did okay as far as fighting and hacking goes, but when it came to the game objectives, I was basically screwed from the beginning due to not getting to deploy until last. The three crates on my side of the table were either empty or worse (thank goodness I never opened that bomb), and there was no way I could get to any civilians before the APAC or the Ronin. Oh well, I will simply have to console myself with the hefty human harvest my Dravani were able to gather up even though their more material harvest was so dismal.

Mark

Ah, I love it when a plan comes together! Of course, my plan was to get to collect as many VPs as quickly as possible and limit getting stuck in protracted battles with either Clay or Rodney. Yes, I know that a massive stand-up fight can be very entertaining but I was content to leave that to Rodney and Clay and concentrate on putting myself in a position to win the game. I think that I was able to pull that off quite well.

It definitely helped my cause when Clay set up away from the majority of the civilians. He could have come in by the railroad tracks and that would have put him in a position to mess with my efforts to rescue them. Also, being able to rush to many of the containers worked out great for me. I wanted to use the Ninjas to slice and dice some opponents into little pieces, but quickly became content in using them to run out way ahead of the rest of my forces to give

instructions to civilians and open shipping crates.

Man, I was really kicking myself when I realized, way too late, that I had not upped the ARMor on my Arashi. It was a memorable scene when The Ferryman shot him off the top of a building, but it was one that I could have easily avoided and it would have probably kept Clay from penetrating too deep into my deployment zone for another turn. I have to remember to raise his ARMor as his first action of any game. I'll start writing that on my army list to make sure that I don't forget it in the future.

I liked playing with Rodney and it was good to learn that there are other players in the area here. It's good to sharpen your skills and strategies against new people so you don't get locked into doing the same thing against the same opponents over and over again. I still hate Clay's Baggers as much as ever, but was glad to see them playing their trade against someone else. When playing with new people you never know if they are going to be part of the great unwashed mass (you know what I mean) or if they will be normal folks that just happen to play little metal men. Rodney is definitely one of the latter and I'd play with him any time. Yeah, it was cheeky for me to use Hitomi to blow up his bots, but I bet he never makes a mistake like that again and I'll be sure to watch that myself when I my Ronin army hits the table for the first time.

As for the scenario and game itself it was huge fun. It was long, but never seemed to drag. Man, having that car come screaming around a corner and totally obliterate a gang of zombies was awesome. If you remember when the toxified bad guy in RoboCop got plastered by the van you get the idea of what happened, only this was with six zombies getting splattered! Rodney should definitely get a "Zombie Killer" award and I'll tweak the VPs for future games to have that contribute to a player's final score. It's the kind of game that would go over well at a convention and might be able to accommodate up to eight players, each with around 500 points. I'd add some extra zombies in that case and spread around the civilians and shipping crates more so it would be harder to snatch a huge amount of VPs in just one turn. I was worried about breaking the system with each of us having large-ish armies on the board and having so many extra things going on during the control phase but I can truthfully say that things ran just fine. It was great fun to play and I look forward to more Rezolution mayhem in the future.

Played by Rodney Forehand, Clay Richmond and Mark Theurer

Painting Workshop

Subject: Ghoulish King
Manufacturer: Heresy Miniatures
Painter: Robert Hooper

While discussing a subject for this article, I was asked by a customer about painting skin tones for an Undead army, and thought that it would make a good workshop study. I have chosen the wonderful Ghoulish King figure sculpted by Paul Muller and released by Heresy Miniatures because I have been wanting a chance to paint one since first seeing the repulsive thing on the Forum of Doom.

First Impressions:

As with most Heresy Miniatures character figures this one can be ordered with optional parts, in this case a choice of heads (with and without hair) and a choice of weapons (bone or large spade). There is also a second body option which does not have the extra details of the rat and the beetle. The desiccated corpse on the base is included with the figure. The detail on this figure is awful, not in terms of quality, but in terms of subject: this guy has bad pus blisters, a beetle crawling on his leg, a large live rat on his shoulders, body piercings and a very bad case of piles, which have been sculpted, it's not just a facial expression. He has no clothing at all and his anatomy is accurately depicted. All skin and no clothes, seemed like an ideal choice for a "skin tone" tutorial!

Preparation:

The figure came in 4 parts, base body, torso, head and arms with weapon attached. I chose the large bone as his weapon and the "yoda" head, the one without the hair. I started preparation by gluing the base body to the top of a base and when dry drilled a hole through it out of the underside of the base, and then drilled a matching hole into the foot of the ghoul from the underneath. I then glued the ghoul to the base body with epoxy adhesive and pushed a length of paper clip wire up from the underside of the base into the ghoul's foot, when dried I cut the surplus clip off and bent the stub under the base. All held very securely. I then glued on the head and arms with superglue. Matching the arms to the torso took a lot of patience and I ended up with quite a noticeable gap in the right shoulder which needed to be filled with putty and filed smooth. When the putty had dried I very gently washed the figure in weak soap solution and let it dry completely before brush priming her with 2 thin coats of matt white enamel paint. I find enamel gives a much stronger and handling resistant surface than acrylic primers.

Starting the figure:

The technique I am going to use for this article is one designed to give a blended look to the figure but without using a wet blending technique. It is an ideal way to paint characters and other unique figures in a wargames army. It is based loosely on the

"Foundry" style 3 colour block painting technique, with some extra steps (about 40 of them but more of that later!). It is very easy technique to use.

I wanted to paint the figure with a sickly green skin tone for a rotting flesh look. The basecoat was a thin mix of 3 Rackham Colours Elven Flesh (an Ivory colour), Parchment Yellow (a pale yellow brown) and Mutant Flesh (a dark green). These were mixed in a 1:1 Elven Flesh and Yellow with a tiny dot of green just to tint the colour. This was applied in 2 coats as a very thin wash, allowing the white base to lighten the tops of the muscles. Then another tiny dot of the dark green was added to the wash and this darker tone of the base colour was used to roughly pre-shade the areas of deepest shadow.



Looks pretty messy at this stage, but with the shading in place it is a matter of working up to the highlights. It is necessary to over do the highlights slightly for this technique, taking them at least 1 stage paler than would be the case for a true blended or a "3 stage paint technique. But to start it is best to add in colours for the eyes, mouth, and dark areas between the fingers and toes and around the body piercings, the beetle, and the areas of detail between his legs, front and back. I used Rackham Divine Purple mixed with drops of red and black ink. This gave a dark reddish purple, bruised looking colour.

Then using the same 3 Rackham colours Elven Flesh, Parchment Yellow and Mutant Flesh recreate the basecoat colour, but this time make it a little thicker as paint not a wash. Paint in all the large areas of flesh, leaving the shadow areas dark. This is easiest if you start by following the sculpting of the larger muscle blocks, sinews and areas of flesh looking to leave areas of shadow where one muscle ends and the next

begins, leaving shadow around the bones of the elbow and ankle. Paint the whole of the head leaving the shading under the chin and around the nose and eyes. The important thing with this coat of paint is to fully cover the areas painted, be neat in the application and leave the shadows untouched. This is the background colour to the rest of the flesh.



Building up the colour:

Adding a little more of the Elven Flesh to the mix (now about 2:1 with the same tiny dot of green), create a paler version of the background colour, and add a drop of flow improver (or future wax) to the mix. Then using fairly bold strokes paint in the tops of the muscles and the highlights on the face hands and feet. Strangely for a painting technique, this stage is as much about what you do not paint, as what you do. If you look carefully at Picture 2 below, you can see that the highlight does not always follow the same shape as the base colour. Check the left shoulder blade in the rear view, or the right bicep in the front view; the highlight colour has been applied to leave areas of the base colour showing through. This produces subtle areas of shade to show muscles flexing beneath the skin, dimples and other depressions. Around the stomach and buttocks of the figure this “not painting” is used to show the folds of fat and sagging decaying skin. Once this has dried mix a slightly paler version of the colour again and add even smaller highlighted areas to the upper surfaces of the muscles and the face to show the effect of light from above on the figure, top picture of the next column. These extra highlights should all be within the earlier highlights. For example on the nose of the figure paint in 4 dots, 1 on each nostril, 1 on the tip and 1 on the bridge. The figure was then matte varnished to protect the paintwork done so far and left to dry.

Blending Down the colour:

The last picture shows the point at which “3 stage” painting schemes finish, shade,



main and highlight. However as we are aiming for a blended finish, and have actually over-highlighted the figure, it is necessary to tone down the colours a little. To do this we glaze the figure over with a mid tone colour (same as the original base colour mixed earlier). This will serve to darken the top highlights and lighten the base shadows, effectively drawing the colours closer together...or blending them. The secret (and vitally important thing) is the consistency of the glaze. It must be so thin in colour depth that painted onto white paper is virtually invisible. I will say that again, just to be sure you understand, It must be so thin in colour depth that painted onto white paper is virtually invisible.....this is vital. This glaze is going to be applied 30 or 40 times so if it is not thin enough you will loose all the surface detail of the figure and turn it into a shapeless blob. For this stage of the painting I use cold boiled water



(filtered or distilled is even better) and 3 or 4 drops of flow improver mixed into an old ice cube tray. You will use about a teaspoon of liquid for this stage and you get sufficient density of colour by barely touching the tip of your brush into the paint and then into the water. Did I mention how important it is to keep your glaze thin? Then taking a large soft brush (size 2 or 3) very gently stroke paint over the whole surface of the flesh colour, do not let the glaze pool anywhere on the figure and let it dry. For the first dozen or so times you will see no appreciable difference, but slowly the harsh top highlights disappear and the demarcation of the areas of shadows gets lost into the base colour. They both remain visible, just less well-defined, more kind of, blended.

Details:

How many coats of glaze you apply is a matter of personal choice, the more coats the smoother the blend, but the less dramatic the highlights and shading (good for robes, banners and suchlike where the underlying surface is smoother). I used 34 on the Ghoul King, as I wanted the rolls and ripples of the decaying skin to remain very noticeable. Some painters who are masters at this technique (American figure painter Bobby Wong for example) often count glaze coats in terms of 2 or 3 hundred applications. Now see why I said it is vitally important to have thin glazes! The two pictures above 2 & 3 were taken under exactly the same lighting conditions, the difference in tone of the green is purely down to the glazes of colour.

After the glaze had dried I used the Rackham Elven Flesh colour to dot in the eyes and teeth on the face. The pus spots, piles and genitals were painted in a thin wash of Rackham Divine Purple and Fusion Red, which was also used slightly thinned down to glaze red raw patches on the inside of the Kings buttocks. The tops of the pus spots and finger and toenails being Rackham Forgotten Gold followed by Parchment Yellow. The rest of the figure was very quickly finished after this. Thin Dark Brown ink was used to outline the finger and toenails, the bone painted (GW Bleached Bone followed by a mix of Bleached Bone with the Rackham Elven Flesh). The piercings painted Dark Gray and highlighted with a tiny amount of silver printers ink. The head hanging from one piercing was painted with Rackham Craggy Skin and highlighted by adding Elven Flesh for a 1:1 mix. The Rat is Black with Dark Grey highlight, the body on the ground being painted to look like raw meat; GW Tanned Flesh, highlighted with Dwarf Flesh and washed with a thin mix of Purple Ink and GW Flesh Wash. 2 coats of Varnish, 1 Gloss and 1 Matte finished the figure. The base is very simple grit in PVA glue painted and drybrushed with small dots of static grass.

All in all a great figure to paint, very simple but great fun to do. Just beware of the inevitable comments about the piles. Most people do not find them until the second look.

RobH
"PaintCowboy"

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www.thewargamesroom.com

